No.1 FOR PLAYSTATION 2®

PSM2

PSM2
MORE GAMES!
MORE INFO!
LESS BULL!

PLAYING PS2 LONGER, HARDER, FASTER!

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QUAKE 3

STEAMING GUTS! It's the first ever PS2 review!

FIRST EVER PLAYTEST!

CRAZY TAXI

Mental. Sexy. Cool. Why you'll go nuts for Sega's racer on PS2...

ONLY IN PSM2

74 PlayStation 2 games reviewed and rated!

32 blood-clotting moments from Onimusha!

SONY+SEGA+NAMCO=?

UNCOVERED: The alliance which'll change PS2 gaming forever – pg60.

BEST PS2 REVIEWS!

TAKEN APART: Sky Odyssey, Tiger Woods PGA Tour 2001, Robot Warlords, Winback...

19 PAGES OF TIPS!

NAILED: Unreal, Summoner, Tekken, Knockout Kings, Armored Core 2...

future publishing
Media with passion

APRIL 2001 Issue #08 £3.99

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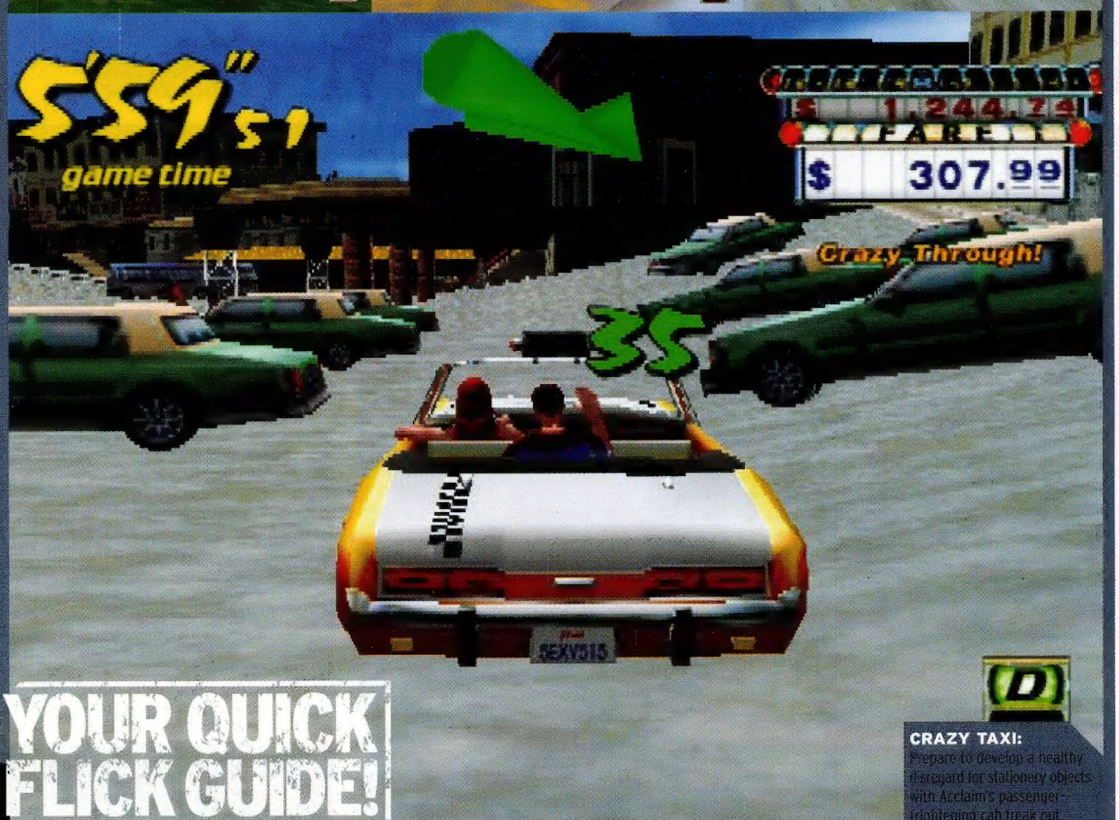
NEW GAMES!

EVERY PLAYSTATION 2 GAME IN THIS ISSUE OF PSM2



PSM2 COVER GAME PG20

CRAZY TAXI: Prepare to develop a healthy disregard for stationery objects with Acclaim's passenger-frightening cab freak out.

YOUR QUICK FLICK GUIDE!

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Tiger Woods Tour 2001	74	Reviews
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Unreal Tournament	110	Tips
Virtua Fighter 4	30	Previews

What PSM2 stands for...

If you're reading this, you, like us, clearly give a damn about the little details. It's that level of detail which PSM2 is all about. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2*, watch the sun set on your village in *Dark Cloud*, and floor an Audi TT around central London in *The Getaway*. PSM2's all about cracking 268 in *Tekken Bowl*, getting a review score totally *right*, staying up too late and the brilliance of THAT blue light. It's your fat-free guide to the Emotion Engine experience.

What PSM2 isn't about, is piss-poor, seen-it-before features on girls 'n' games or game violence. It's not about *those Japs* being mad or D-list celebrities playing some random title. Instead, we'll cut out the usual clichéd trash and get on with the stuff that matters to PS2 people.

We know more than anyone else about PS2 and PS2 gaming, and all the journalists that write for the magazine are the most informed and passionately honest game fans you'll meet. PSM2 plays longer, harder, faster than any other mag. You won't be bored for a second.

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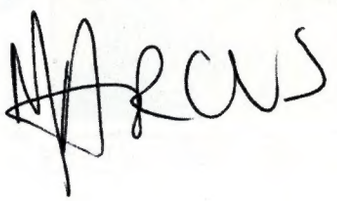
IT'S BEEN A MONTH OF INCREDIBLE PLAYSTATION 2 REVELATIONS AND SHOCK ARRIVALS.

First, there's PSM2's cover game this month. No-one really expected Acclaim – the people with the task of porting Sega's mad-as-a-cow arcade racer across to PS2 – to turn the game around so quickly. But they have, and PSM2's the first magazine in the world to go hands-on with the code. We've played it to death, trashing phone booths, leaping off car parks and ranting our motors under the sea. Want to know what we reckon? Need to find out what the whole mental *Crazy Taxi* phenomenon's all about? Turn to pg20 for the start of our eight-page roadtest.

Oh, yes – *Quake 3*. Now there's another shockingly violent new arrival. After only releasing two shots so far, EA contacted the toughest marking PS2 mag in the world (erm, that's us) to tell us that, you know, it's *reviewable*. Now. Yep, steaming towards an April 6th release date as we speak, there's been no early version of the game to take a look at, no time for us to bring you our initial gut reaction. It's straight in with the PSM2 verdict. Shoot on over to pg66...

Then, to truly stun us, Sony lift the lid on their PS2 broadband plans, and how Sega and Namco are joining forces with them. Schocking... **PSM2**



Marcus Hawkins Editor
marcus.hawkins@futurenet.co.uk

IN A NUTSHELL

PSM2 is...

... intelligent, enthusiastic, comprehensive, escapist, entertaining. Japanese savvy, it's written and read by committed gamers and is passionately honest about PlayStation 2. It also likes to make its readers laugh out loud.

PSM2 is...

... the place to come for the quirky and non-mainstream side of PlayStation 2, as well as the big name games. It knows as much about *Baki the Grappler* as it does about *Tekken Tag* – if you read PSM2 you *will* know more.

PLAYSTATION 2 MAGAZINE
PSM2

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スカラシサ

PLAYING PS2 LONGER, HARDER, FASTER

タテイスカンキニシミモ

PSM2 COVER GAME

CRAZY TAXI:
"If you don't mind taking a flying leap over a moving tram, certain routes offer vast wedges of cash..."

PAGE 20 CRAZY TAXI

So this is it – your first taste of Sega lunacy on PlayStation 2. Created by Sega's AM3 team. Brought to PS2 by Acclaim. Played first by PSM2... Brilliant.

ISS PRO EVOLUTION ..... **PAGE 36**
Love football? Love PlayStation 2? Then see this - now!

SKY ODYSSEY ..... **PAGE 70**
A low-fi title that presses all the right buttons. Almost.

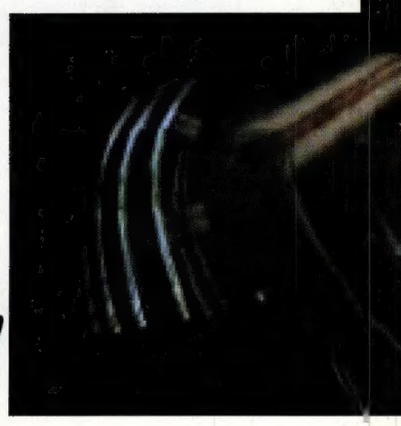
25 PAGES PACKED WITH HOT NEW GAMES!
Unlock the madness from pg20...

EXTERMINATION
Dennis Reily. A man fighting for his life among the parasites on pg48.

SUPER BOMBAD RACING ..... **PAGE 44**
Star Wars karting? Has big George finally lost the plot?

TIGER WOODS PGA TOUR 2001 ..... **PAGE 74**
The man of irons continues to dominate everything golf.

MTV MUSIC GENERATOR 2 ..... **PAGE 40**
Blow away Atomic Kitten with your own killer tunes.

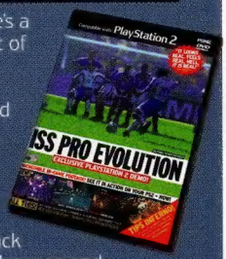


QUAKE 3 REVOLUTION ..... **PAGE 66**
EA pulls out the big guns and aims for *Unreal*.

GRAN TURISMO 3 ..... **PAGE 46**
New courses, new shots! It just gets better.

KURI KURI MIX ..... **PAGE 52**
Split personality puzzler? No it isn't. Yes it is.

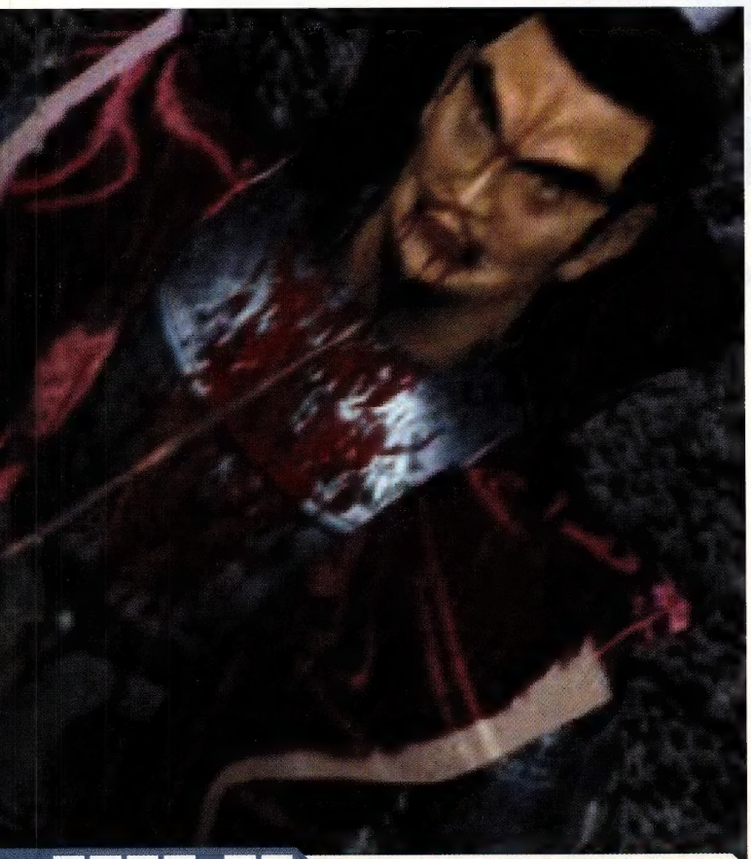
ON YOUR DVD:



This issue, there's a wild assortment of action-jammed game demos, reviews, tips and special features. It's the disc with value-packed extras – slip it into your PS2, sit back with a copy of the mag and escape into the world of PlayStation 2 for an hour or so...

HIGHLIGHTS INCLUDE:

ISS Pro Evolution	Preview
MTV Music Generator 2	Preview
Onimusha Warlords	Preview
Unreal Tournament	Tips
Dead or Alive 2	Tips
Knockout Kings 2001	Feature



PAGE 90 ONIMUSHA: WARLORDS
PS2 is logo-deep in samurai games. But Capcom's slasher flick stands head and shoulders above the competition. Find out why.

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Burning up the turf. Konami's world beater gets serious and leaves us slack-jawed.

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ONIMUSHA 90
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Big reputation, big guns and big carnage. The legacy of *Doom* comes blasting onto PlayStation 2.

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PSONE REVIEWS 82
Your backward compatible guide to this month's cream of the PSone crop, including C-12, Duke Nukem, Darkstone, NBA Hoopz and Rugrats in Paris.

ON THE COVER

20 CRAZY TAXI
Sega starts to port titles across to Sony's machine and we're the first mag to show you just how sexy this vision in yellow truly is.

60 SONY+SEGA+NAMCO = ?
News of plasma screens, keyboards and broadband connectivity? Are Sony turning their machine into a PC?

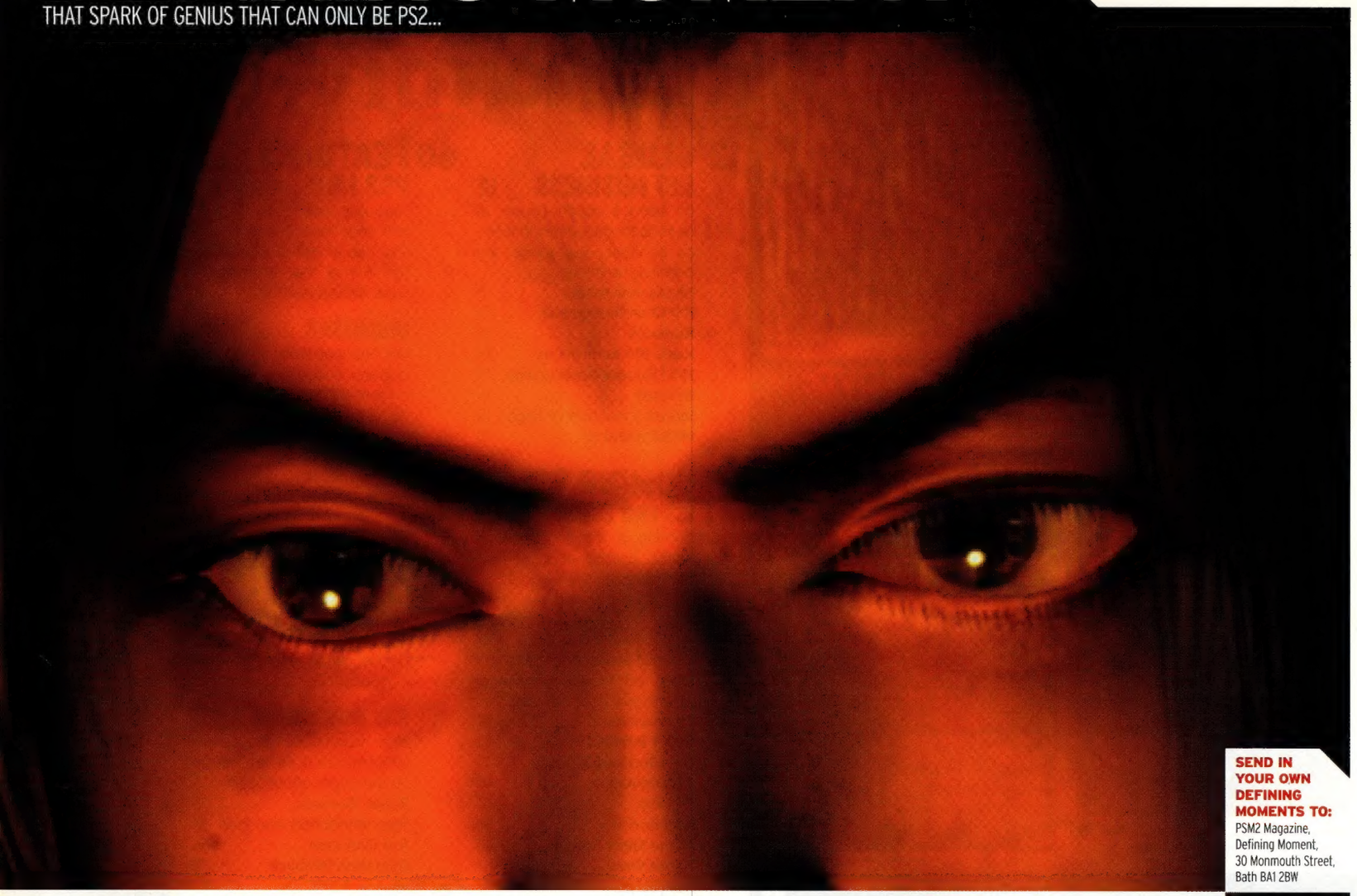
66 QUAKE 3 REVOLUTION
We travel to EAS HQ in Chertsey, capture the review code and then head back to base blasting everything in sight.

90 ONIMUSHA: WARLORDS
Think you've got the stomach for this kind of work? Then check out our gore-soaked feature on impaling the undead.

ISSUE #08
SEGA HIT SONY...
Seeing Sega's logo appear on our PS2 for the first time was an eerie experience and with news of Namco joining the holy trinity, the next-gen war's shaping up to be a Japan/US faceoff.

DEFINING MOMENT

THAT SPARK OF GENIUS THAT CAN ONLY BE PS2...



SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

#08 THE LIVING, BREATHING EMOTIONS OF ONIMUSHA: WARLORDS

Capcom's new facial animation system transforms 10,000 polygons into a seething mask of rage. Real faces – genuine emotion. Nerk!

Name Daniel Dawkins
Age 25
Occupation Staff Writer, PSM2 Magazine

Dan, mate, why is this the defining moment of PlayStation 2 for you this month?

Game characters don't normally have convincing emotions. How often have we seen a hero turn to the camera, pause dramatically, and say "I'm sad/mad/bad", while waving a magical sword like some shiny great exclamation mark? But thanks to the power of PS2, all that's changed.

Onimusha's lead character is made up of 10,000 polygons, allowing for unrivalled detail and, yes, accurate faces. When Samanosuke gets angry, you can see it in his *eyes*. The character was modelled on Asian hearthrob Takeshi Kaneshiro and his likeness has been applied throughout the whole game, not just the intro sequence. The upshot is, we can gauge Samanosuke's emotions from his expressions alone. His face tightens before key battles and droops when he discovers an injured companion.

How does this affect the gameplay?

This isn't like controlling some angry piece of samurai Lego, but a real miniature person with genuine feelings. It's the closest a character's come to having an on-screen 'presence', exuding the aspirational qualities of stars like Chow-Yun Fat or Russell Crowe. When the camera focuses on Samanosuke's steely gaze you just know he's going to wade in and dispatch his foes like a pile of shitty dominoes. All this, without once turning to the camera and whispering, "I am really, *really* hard." Genius. **PSM2**

"THIS ISN'T LIKE CONTROLLING SOME ANGRY PIECE OF SAMURAI LEGO, BUT A REAL MINIATURE PERSON WITH GENUINE FEELINGS"

PREVIOUS PSM2 DEFINING MOMENTS

#01 TEKKEN TAG INTRO SEQUENCE
The first glimpse of PS2's awesome graphics engine.

#02 THE METAL GEAR SOLID 2 TRAILER
Hideo Kojima lays down a simply stunning challenge.

#03 WHEN YOU WANDER OFF-PISTE IN SSX
The massive gameplay potential of PS2's first killer app.

#04 SEEING THE DETAIL IN GRAN TURISMO 3
It's real! Christ, we've never seen anything like it.

#05 THE THIRD PLACE
David Lynch interprets Sony's vision with startling results.

#06 PLAYING METAL GEAR SOLID 2
Snaaaaake! Everything you heard... is true.

#07 HANDS-ON WITH STAR WARS: STARFIGHTER
Gameplay *and* graphics? It's a thing of beauty.

DON'T MISS

GAMES THAT DEFINE PS2...

ISS PRO EVOLUTION! pg36
A.K.A *Winning Eleven 5* – ultimate footy action!

EVEN MORE ONIMUSHA! pg90
Including 32 awe-inspiring moments you must se

Available on PlayStation 2
April - 27th

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PlayStation®2

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

PSM2#07: Dribbling with gratitude? Gutted? Fed up? Delirious with happiness? Let us know.

FACE INVADERS

Dear PSM2

In PSM2#02 you reviewed some accessories that'll be coming out for PS2. The one that caught my eye was the i-Link camera – I was drooling at the prospect of scoring an overhead on *FIFA* as myself. Will it be available in Britain and where can I purchase one? Do you know which games it'll support?

Fraser

Perth

The Sony Cybershot DCS-P1 is currently only available in Japan, but there've been no definite noises made about its release in this country. *ISS 2001* by KCEO, *Enjoy Magic* by Sun Electronics, *Okao Haishaku Torikomi Tengoku* by Idea Factory, *Swing Away Golf* by T&E Soft, and the *Tsukurou* series by Enterbrain are all Cybershot compatible. We'll keep you informed, but for now dash to Tech Lab, pg123, for more on the wonderful world of PS2 gurning.

I'D LIKE TO TEACH THE WORLD TO STRING

Dear PSM2

When the Spectrum 48, 128, Commodore 64 and 128 were launched, people like me – in addition to getting, at the time, a top-class games machine – also enjoyed the ROM BASIC inherent in the machine's operating system.

Nowadays, our schools have no interest in offering computer studies training, instead we have IT courses which concentrate on Windows 98 and operating machines rather than the systems themselves. You told us in PSM2#05 that YABASIC is fairly sophisticated – allowing for 3D graphics and gourad shading. This is obviously more powerful than the FORTRANs and COBOLs of my youth, but will the youth of today have any chance of trying it, when schools offer no grounding in programming to start youngsters off?

Parents considering PlayStation 2 should seriously look at the YABASIC programming that comes with it.

Malcolm Brown

Via e-mail

Jaysus. PSM2-educates-the-kids-and-feeds-the-world shocker. You're right, though. We can't leave YABASIC alone – as you'll see in Tips on pg100. It takes us back to our days of biro-covered novelty pencil cases, gob on the back of our Parkers and *Pong*. As you say, the shift from teaching computer systems to operating has left today's gamers with an understanding of how to use an end product, but not how to create a product of their own. Even a Lego-like tool like YABASIC – albeit Lego Technics – is a valuable tool that Sony obviously recognise as a way to interest a new generation in actually programming videogames, as well as playing them to death. For that, they have to be admired – but as for this country's education establishment... sod 'em, let us learn you instead.

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... INTELLIGENT QUESTIONS...

STAR LETTER

PREMATURE SPECULATION

Dear PSM2

Just when I get myself an elusive PS2, I hear that Sony have revealed that they're preparing the launch of PS3. Ken Kutaragi, creator of PSone, has said that it'll be a 256-bit all-round entertainment system able to download, and play, films and music. They expect to have it in the shops in two years. So, is any of this true?

Mohammad Hoque

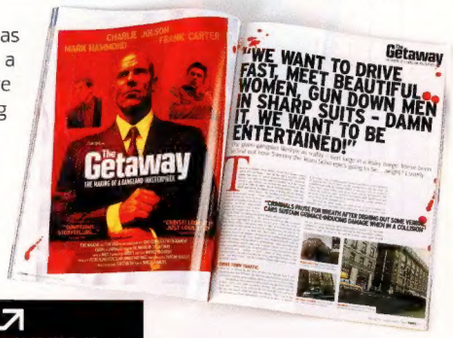
Via e-mail

No. There's been some speculation about a chip that an American company, Simplex Solutions, have created which some have assumed, quite wrongly, is the PS3 Graphics Synthesiser chip. Yeah, it's got a 150Mhz clock speed and 265MB of embedded DRAM, but apart from the superior DRAM count, it's almost identical to PS2's chip and, besides, doesn't lend itself to a console application.

So, whatever Sony are planning, it won't see the light of day for at least three to five years – we don't foresee any escalation in the arms race with Microsoft, purely on the size of investment and long-term projected development Sony have invested in PS2. For the moment you'll just have to put up with your 128-bit all-round entertainment system able to download, and play, films and music. Never mind, eh?

This is your chance to air your views on the hot potato of the moment – *MGS2*. Is the demo on *Z.O.E.* everything you thought it would be?

Write to: Letters, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath BA1 2BW



PSM2#06: We gave you the definitive *Getaway* feature, which you went nuts for.

GANG STARS

Dear PSM2

The superb *Getaway* feature (PSM2#06), got me thinking. Is this what Sony had in mind when they declared that PS2 would be an Emotion Engine? Film-inspired games have always been a let down, so have Team Soho got it right by making a game-inspired film... er, game?

Jo Lane

Via e-mail

Hard to say, Jo. At the moment we're in awe of Team Soho's ambition, but we'll reserve judgement until we've had a look at the in-game action.

SAVING PRIVATE CRYIN'

Dear PSM2

I'd like to thank you for the NTSC *Bouncer* review (PSM2#06), as by the time you could publish a PAL review I probably would've bought it. Thanks for saving me £40.

James Fellows

Via e-mail

You're welcome, James. Spend your hard-earned on *Onimusha* instead.

LEVEL BEST?

Dear PSM2

After recently buying *TimeSplitters* I've been hacking away at the Level Editor, but I've slowly realised that it's not that good. Is there a chance of an add-on pack for the Level Editor, where you can create more detailed levels with spiral staircases and maybe windows?

Tom Hodgetts

Via e-mail

If you refer back to PSM2#06's Tips section, you'll find a comprehensive guide to create killer levels in, what we reckon, is a fairly decent Level Editor. There you'll find spiral staircases and windows, it just depends which skin you plaster your environment with. Sadly, there're no plans for an expansion pack, but *TimeSplitters 2* and Broadband? Hmmm...

DISUNITED NOTIONS

Dear PSM2

With regards to Xbox destroying the PS2 (Tim Sanders, Letters PSM2#06, Let's Talk About X), Sony have sold six million around the world and expect to have shifted around nine million by the end of March. Just remember, the 33Mhz PSone was more powerful than the PCs of the day – which ran at 150Mhz plus – by a long way, and PS2 is more powerful than any current PC. So why are people getting excited about a PC, and Windows, based console which is going to rely heavily on PC ports? Xbox can't play DVDs out of the box, either.

Simon Stuart

Via e-mail

Biff! Bosh! Hit 'im... note to self: must ease up on Knockout Kings, it's affecting our powers of rational thought over randomly lashing out. That's what we want – debate. Clear, concise, well-argued delicious debate. Right, now punch 'im in the plums.

KNOW YOUR ENEMY: The fat old thing's not here yet. We've seen it, and it's a far too bulky for our tastes. PS2's the *right* choice...

E-MAIL: PSM2@FUTURENET.CO.UK
WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

OH, DELAY

Dear PSM2

With such a global market, why is it that games are released in one country before the rest of the world. Wouldn't it make sense to have co-ordinated worldwide releases?

Kenny Kingsley

Via e-mail

Ah, an old favourite, Kenny. The simple answer is that the majority of games are coded in Japan, which, in itself, is an insatiable beast when it comes to demand. Capcom and Konami – the big boys – work on titles for Japan with an eye on the second largest games market, America (although Konami's Japan/UK release dates are getting a lot closer).

Sadly, it's all about profit – the developers and publishers want to recoup as much as they can on the cost of a game, in as little time as possible, so that they can start on another project. Then they can work on translation and introduce a game to the 'minor' markets. Conversely, European and US developers turn out games that never see Japan. As much as the Japanese love bemani titles like *Dance Summit 2001* and sims like *GI Jockey 2*, they generally won't touch a first-person shooter. As Japanese coders start to work in English, release dates will start will become less extravagantly elastic. But until the UK creates a coding superpower to rival Capcom, things will remain, pretty much, as they are.

BEMANI TONIGHT: The Japanese market drives the industry – it also holds up UK game releases. Bummer.

SUPER THEORY ANIMAL

Dear PSM2

Sorry about this, but I'm going to have to stomp on your theory from PSM2#05, pg18. You said that the mystery woman from *MGS2 might* be the Shalashaska mentioned while the helicopters are flying over. But if you play the original *MGS* on PSone, wait until you get to Ocelot's torture room, resist the first batch of torture, then give in to the second and Ocelot tells Snake that during the Mozambique war he was feared by the guerrillas there who knew him as... Shalashaska.

Jace

Via e-mail

Yeah, but you didn't know who Solid 'Dave' Snake was named after, did you?

EMPIRE OF THE FUN

Dear PSM2

Being a big strategy game fan, I was pleased to see that *Age of Empires 2* will be released on PS2. It's currently top of my most wanted list and it seems that you're the only PS2 magazine who'll be able to make a fair, informed judgement. When will you be reviewing it?

Oliver Tracy

Via e-mail

We'll play anything, us. And when we do review games, we take it extremely seriously. You'll get no lazy, mind-numbingly tragic show-us-your-knockers-and-win-a-dishmop journalism in PSM2, so expect the definitive *Age of Empires 2* review very soon.

CRAZY JACKSIE

Dear PSM2

Your mag keeps getting better, but it seems that PS2 is getting worse. Have we wasted our £300? *MGS2* and *GT3* will be late, and aren't they just remakes of PSone games? Should we just sell our consoles for £250, or can you reassure us there's still plenty to look forward to?

Simon Ahern

Birmingham

Apart from your first comment, Simon, you're obviously completely mad. *Devil May Cry*? *Onimusha*? *Code Veronica*? Just because there's no napkin with your in-flight meal, there's no need to assume the crash position. Try and relax, get some sun – you'll be fine.

RIGHTEOUS BROTHER

Dear PSM2

The 'Game Girls Are Unhealthy' article (Global, PSM2#06) seems a bit off to me. Half of music videos around at the moment feature scantily clad women... so why don't these people just get on with their sad lives, instead of constantly picking at other people's fun?

Tom Blewett

Via e-mail

Making tenuous links between buxom gaming heroines and violent street crime is the very raisson d'etre for these people's continued existence – they get grants for it, fer chrissakes. Leave 'em to it, we get hours of fun out of their vapid statistics and missed-by-miles gibbering, while desperately trying to avoid imagining what they get up to behind closed doors.

FLICKER LICKING GOOD

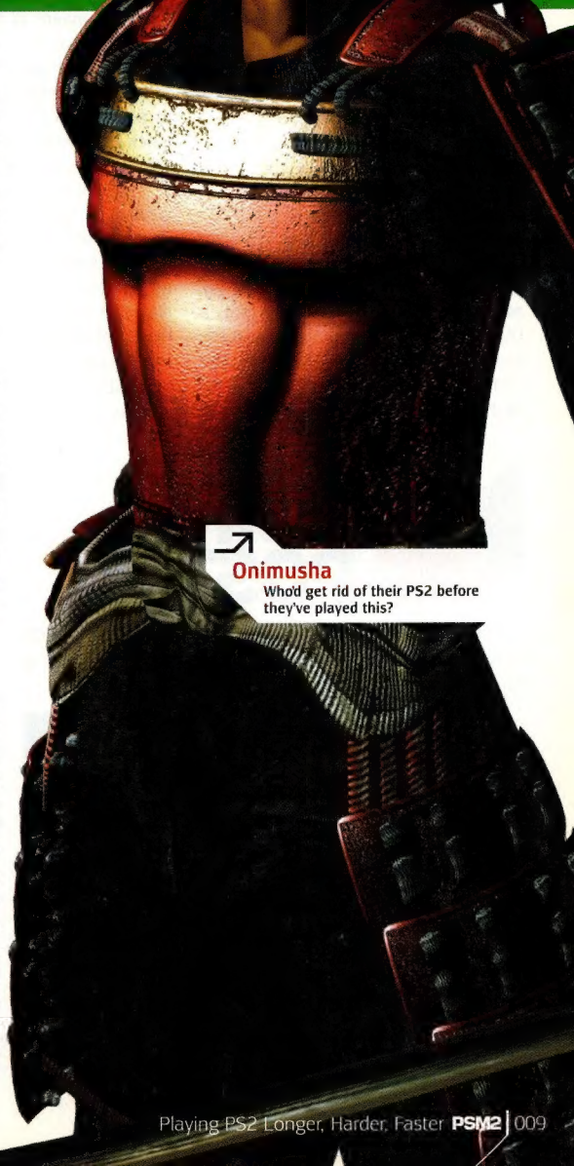
Dear PSM2

I've been a PC gamer for a while, but I can't be bothered with this upgrade lark, and I miss the comfort of an armchair and a big screen TV. So I got myself a PS2 and a copy of *Rayman Revolution*. While playing I noticed that some of the edges to the polygons looked jagged and appeared to flicker. I'm not bothered by the jaggies, but the flicker really ruins the picture. Can the problem be cured?

Ian Percy

Via e-mail

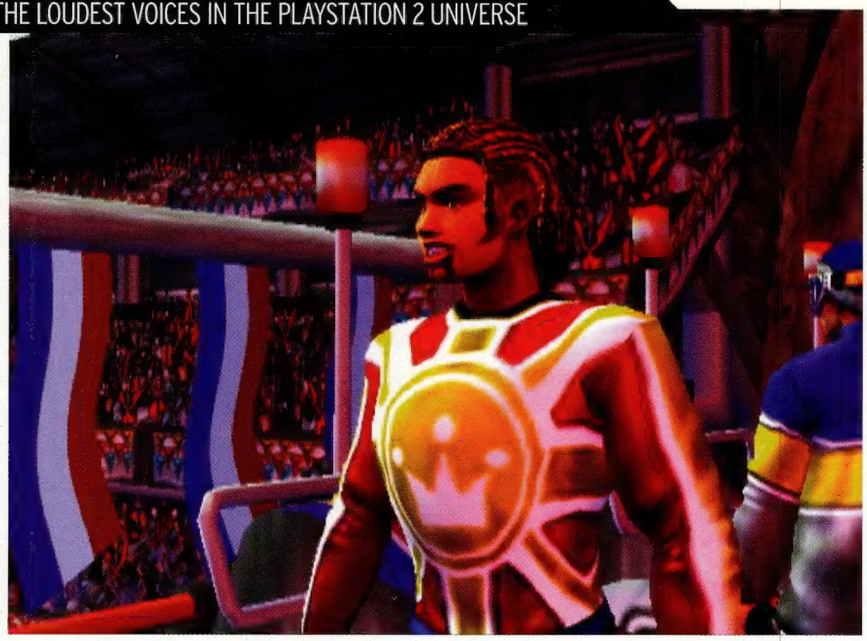
The jaggies and flicker are part and parcel of the same problem. Early PS2 games lacked any aliasing, resulting in both of these problems. Anti-aliasing – the art of eliminating jagged edges – hoovers up a vast proportion of processing power, and is commonly held as the main culprit for slowing games down to a butt-clenchingly annoying crawl. Now, developers have cranked up the games' resolution, which eradicates flickering and softens the look of anti-aliased games in one cunning move. Future releases should, happily, be vast improvements on the first wave of PS2 titles. ▶



Onimusha
Who'd get rid of their PS2 before they've played this?

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



SNOW FUN: Check out EA's web site to satiate that desire for *SSX*'s gorgeous artwork.

ANIMANAIC

Dear PSM2

Any ideas where I can find the cool *SSX* cartoons which're shown on the loading screen when you quit a run?

James Harker

Via e-mail

Character sketches, models and animations can be found on the official *SSX* site. Simply go to www.playstation2.ea.com, then link to the SSX site.

PLAYBACK TIME

Dear PSM2

I've heard somewhere that you can play games on PS2 – y'know, pop in a disc, pick up a pad and away you go, and there's me thinking it was only a DVD player. All this moaning about the picture and sound being poor compared to your mate's DVD machine is making my blood boil. Take a look on the top of your machine – it's called a 'PLAY' Station 2. PSone only played games, and it seemed to do alright, and I'm sure that if PS2 did the same we'd all be saying how good it was. But no, throw in an extra like DVD playback and everyone starts moaning. I bought PlayStation 2 because it is, and will remain, the best there is when it comes to gaming. Sure, I'm aware of the DVD playback problems, but at the end of the day it's all about the games. Just check out this magazine (great job, by the way), to see what's in store for your lovely black box. Notice how it's dedicated to 98% games and 2% to DVDs?

So, let me make a suggestion – whack in *SSX*, sit back, enjoy and don't forget what made PlayStation great... fantastic games. Right, I'm off to watch The Matrix... er, I mean play *TimeSplitters*.

Adrian Walters

Via e-mail

That's our philosophy an' all, Adrian. Games are our nights out, and everything else is not stepping in something on the way home.

REMOTE POSSIBILITY

Dear PSM2

After seeing the tasty Sony remote control for PS2 just launched in Japan (Global, PSM2#06) I thought I'd get a mate of mine to pick up one for me as he'll be out there on holiday. But do you know if it'll work on UK PS2s? Obviously, I don't want to shell out for one if it turns out to be as useful as a chocolate teapot.

Paul Kain

Eltham

The SCPH-10170 – love those snappy titles – was bundled with the updated drivers for the DVD playback, and used to encourage punters to buy the new piracy-protected PS2. Interestingly the buttons are different on UK PS2s in that Execute/Yes is on the ⊗ button here but on the ◎ button in Japan (this is the norm with most games too – ◎ is the main button – not ⊗). The result is that when you press Execute on your Japanese controller it's actually pressing ◎ inside your UK PS2 – which doesn't do anything... Best wait for the proper UK version really.

MY FIRST CONQUER

Dear PSM2

Is *Command and Conquer* coming to PlayStation 2 in the future? I'm gagging to play it on me new console.

Shahin Mastafa

Cardiff

We had pretty much the same idea, Shahin. Westwood Studios, creators of *C&C*, have been busily putting together some top strategy titles. Unfortunately, they've all been for PC. We'll get on it and let you know what they're planning for PS2.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

DON'T WRITE TO PSM2 WITH: WHY CAN'T MY PSONE PLAY PS2 GAMES... X BOX WILL DESTROY US ALL... CONSOLE SLAGGING

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flippin' nick out of the PSM2 windscreen.

WAITING ROOM

Dear PSM2

Regarding the sparse offerings on the PS2 so far – I remember it was about eight months on the PSone before anything really decent came along. So, to all you moaning minnies out there – be patient, because when the Xbox and Gamescube come along there'll be slim pickings for the first year. It's a sad fact of the industry that you have to wait.

Dr Adrian Emery

Via e-mail

Must... avoid... patients... gag...

SHOT THROUGH THE SCART

Dear PSM2

Not being able to use SCART to stop piracy is crap. Surely Sony haven't forgotten their trusty RF lead? You

can watch films through this and record to your video if you really want to.

Mick

Plymouth

It's about International standards of duping quality. RF has nothing on SCART when it comes to DVD playback quality.

IN THE BLAG

Dear PSM2

Did I just see the girl in the *Dark Cloud* movie on PSM2#06's DVD say "PSM2"? Yes, I bloody did! Do I win a prize?

Paul White

Via e-mail

She did. You don't.

GOING LOGO

Dear PSM2

I believe in Sony, and as my saying goes: Don't underestimate the Power of PlayStation.

Ruan Nel

South Africa

Cue stampede of lawyers.

HE THOUGHT OF CARS

Dear PSM2

One minute *GT3* has 150 cars, the next minute it's 172. So how many cars will *GT3* have?

David Rushton

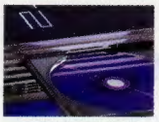
Liverpool

One minute it's coming out, the next minute it flippin' isn't.

INVERSION THERAPY

Dear PSM2

I was reading Letters in PSM2#07, when I came across one



called Bust: A Move 2. The Picture you used to illustrate this point should have had a disclaimer to say that the disc (in the tray of the PS2) was in fact upside down.

James King

Buxton

Er, no. It wasn't. Pay attention.

ON THE BOUNCER

Dear PSM2

I was really looking forward to *The Bouncer*, but in PSM2#06 you gave it a score of 72. You said that the graphics were excellent but the gameplay was lacking. Please tell me why the game was so boring.

Jamie

Via e-mail

Try reading the review again, Jamie. That's what it's there for.

HOPE RINGS ETERNAL

Dear PSM2

I'm kicking myself for not reading your *Eternal Ring* review before I bought the bloody thing. It's cack.

Ian Goddard

Via e-mail

That'll teach ya.

PLAYSTATION 2 MAGAZINE

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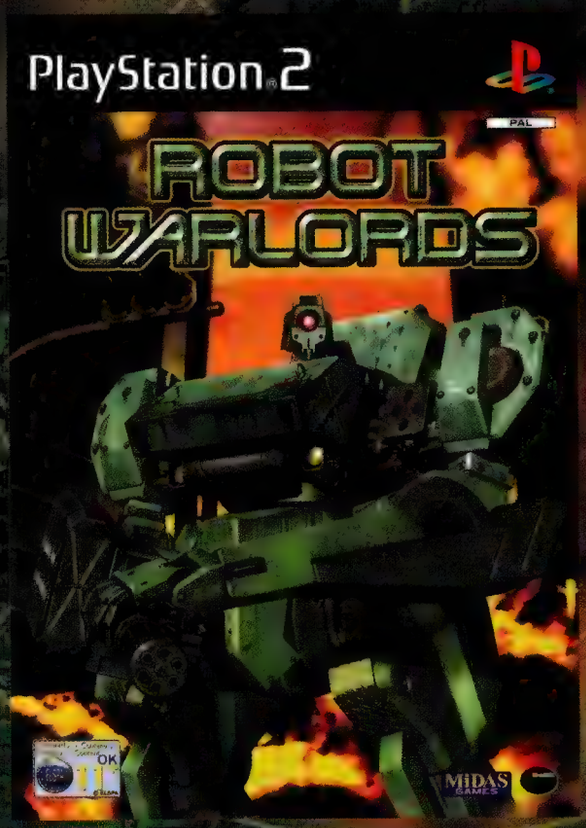
ROBOT WARLORDS



Tokyo, August 2002

Mission: you have seven days to liquidate the enemy forces before an all-out attack is ordered and mayhem ensues. Carry out your mission by instructing your team of giant 3D robots to eliminate the coup d'etat forces. Use a vast array of devastating weaponry to complete your task.

www.midasinteractive.com

Coming April 2001

Operation Winback - a shoot em up with a difference, use your skill as Jean Luc Cougar, member of the elite SCAT commando team sent in to regain control of the terrorist held weapons system. Over 31 levels, this game is sure to hold you in its spell, and after that there's a wealth of multiplayer modes available. www.operationwinback.com

Available Now

Dynasty Warriors 2 - an epic action strategy game, set in feudal China. Lead your troops into bloody battle against hordes of enemies. The vast landscapes of ancient China are the backdrop to what is an incredibly detailed and enthralling game. www.dynastywarriors2.co.uk

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PlayStation 2

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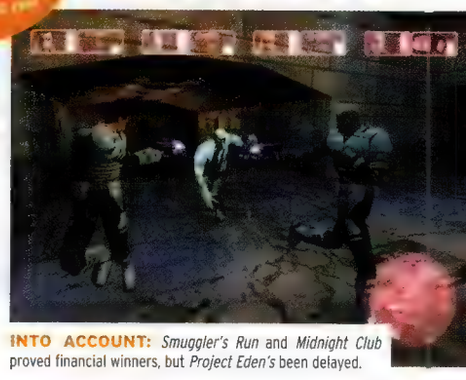
PLAYSTATION 2 MAGAZINE
PSM2

GLOBAL

THE WIDE WIDE WORLD OF PLAYSTATION2

スカラシサ

KEN KUTARAGI: The SCEI President has some encouraging figures for PS2's worldwide growth.



INTO ACCOUNT: *Smuggler's Run* and *Midnight Club* proved financial winners, but *Project Eden's* been delayed.

›GAMES INDUSTRY NEWS フハワヌキニラ

PS2 EDGES TOWARDS BRIGHTER FUTURE

After a cruel run of job losses, dwindling profits and delayed games, the games industry is cautiously set for a prosperous future.

It was a nightmare month for games: Sega Europe shed 300 jobs, troubled retailer Barrysworld was saved by Electronics Boutique, while leading publishers Namco and Eidos posted year-on-year losses. The results are consistent with the traditional boom or bust financial cycle between console launches. PS2 was slow out of the blocks, and the industry has felt the pinch.

Eidos has reacted cautiously, delaying key titles *Project Eden* and *Herdy Gerdy* until the new tax year – April 1st 2001. However, the firm expected a return to 'trading profit' by 2002. Developers Argonaut were equally optimistic, Chief Executive Jez San revealed: "The hardware supply problems are just a timing problem. We expect the new machines to penetrate the market and broaden it substantially, like every previous generation of videogame systems."

Publishers Take 2 Interactive announced record profits from worldwide sales of *Smuggler's Run* and *Midnight Club Street Racing* – proof that money could be made from PS2's infancy. Coupled to SCEI President Ken Kutaragi's recent declaration that over 8.16 million PS2s have been sold worldwide (300,000 in the UK), with 20 million units to ship next financial year, the future looks brighter for the whole industry. Thank the baby Jesus for that.

PSM2 RECKONS *More consoles – more sales – more game development – more Metal Gears. After a slow start, the industry is getting the boost it's been crying out for.*

GLOBAL WARNING! PS2's connectivity is being put to good use by Sony's camcorder/magic wand peripheral – see PSM2 #07 for details.

PHONE A FRIEND: The major selling point is the fact that all the 'bots connect to your mobile phone.

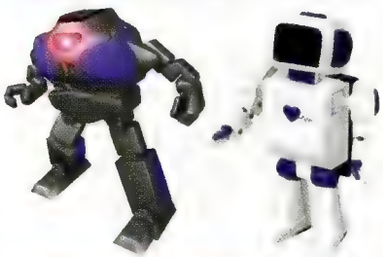
›PERIPHERAL NEWS ﾌﾘｰｸ

SEGA 'BOTS

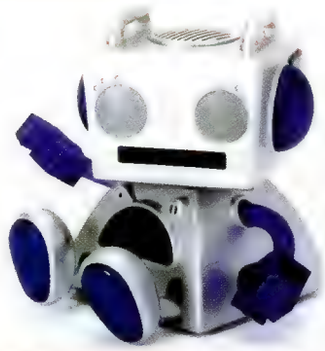
First *VF4*. Now, emotional diddy 'bots with a love of mobile phones. What *are* Sega up to?

Sega have announced a range of toy robots, as part of a new venture with Tiger Electronics. Six prototypes have been revealed, each with own unique personality traits. The C-BOT robot features an LCD face and will react 'emotionally' to your prompts – presumably frowning when attacked with a screwdriver. W-BOT will feature voice recognition technology, while M-BOT will dance in time with your music – so no Michael Flatley. Most excitingly, users will be able to link their 'bots to their mobile phones and download new commands. The UK release hasn't been confirmed, though Sega expects sales in excess of 1.5 million within the year.

PSM2 RECKONS *Forget mobile phones, we want to control angry robot butlers with our connection-friendly PS2. Remember R.O.B. the robot on Nintendo's NES? No, nor us.*



RAINING CATS AND DOGS: Sick of robotic domestic pets? Then make friends with one of these.



PHASES TO STUN: From sci-fi ultra-'bots to cute square-headed freaks. Gotta catch 'em all.

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

AFTER SNEAKING A CLIP OF *Z.O.E.* into the second *MGS2* trailer – the bit where Snake crawls past a huge army of guards – Hideo Kojima is up to his old tricks again. Rumour has it that *Z.O.E.* contains a hidden robot from Kojima's first PSone game, 1994 sci-fi RPG *Policenauts*. For those who can't remember, the game also appeared on the Saturn, PC and 3DO, which might explain its relative obscurity.

RELIABILITY 7/10

PSM2 RECKONS *Given Kojima's track record, we expected this rumour to be true – but after a bout of lengthy exploration we can't find the blighter anywhere in the game. Our Japanese correspondent swears it's true, mind.*

ON A RECENT SOJOURN TO EA'S European HQ, our eagle-eyed correspondent spotted Kylie's sister, Danni Minogue, on her way out of the building. Sources indicate that she'd spent the morning in the deeper recesses of EA's in-house development community. Our excitable questioning has met with pleas of ignorance, but she was seen leaving with someone associated to Maxis, developers of *Sim City* and lifestyle management game, *The Sims*. Could it be that Danni has been digitised for inclusion in the forthcoming *Sims: Party Edition*, or that her, er, talents, will appear in another EA game. Whisper it... a hidden character in *SSX: DVD*?

RELIABILITY 4/10

PSM2 RECKONS *We're pretty confident that it was Ms Minogue, but her intentions are genuinely unknown. When Dan[illegible] Knockout Kings hits the shelves you know where you read it first.*

WITH THE NEWS THAT SPECTRUM 'classic' *Jet Set Willy* – an insanely difficult platform game – has been snapped up for release by Jester Interactive, of *MTV Music Generator 2* fame, speculation is rife about Willy's new adventures. It's safe to assume that the 'nostalgic' graphics of the original will be removed in favour of some sparkly PS2 polygons, though the original theme tune is hotly tipped to survive. An industry source has intimated that Willy will forego his traditional cutlery-collecting antics, and take part in a time-travelling adventure with hilarious consequences. Willy bounds through a gloriously rendered mansion of the future, collecting mobile phones. Perhaps.

RELIABILITY 8/10

PSM2 RECKONS *Jester have acquired the licence for Graftgold's entire back catalogue including the dire platformer Manic Miner. Short of an unrecognisable remake, we can't see how this'll work. Shame.*

RUMOURS CONTINUE TO FLY ABOUT Sony's forthcoming *Mario*-beater from programmers Naughty Dog. After last month's flying giraffe screenshot fiasco, we were heartened to piece together some details which paint a more realistic picture. Looking at the history of Naughty Dog and Sony's desire to succeed in every gaming genre, we're confident the game will be a free-roaming platformer, possibly in the mould of Nintendo 64 classic *Banjo Kazooie*, where two main characters use their abilities in tandem. Given Naughty Dog's work with games such as *Crash Bandicoot* and *Spyro the Dragon*, it's safe to assume that the graphics will be suitably cutesy. Though we doubt Sony will overdose on the saccharine content given PS2's older user-base. A varied gameplay system, including driving or flying elements is also a safe bet.

RELIABILITY 9/10

PSM2 RECKONS *The game definitely exists and is being saved for a grand unveiling at this year's E3 – the Los Angeles Electronic Entertainment Expo where MGS2 was revealed last summer. We predict that the title will look equally groundbreaking and become an X-Box whacking stick.*

WE'RE GETTING REPORTS FROM THE US that *Tony Hawk's Pro Skater 3* is up and running, with reportedly 'stunning' results. Given programmers Neversoft's burgeoning reputation, this isn't hard to believe. Most intriguingly, Activision have more extreme sport licences waiting in the wings. *Kelly Slater's Pro Surfer* has already been announced, but there're rumours of a snowboarding game featuring an equally big name licence. This is sheer speculation, but Terje Haakonsen is the Tony Hawk of the snowboard world, so we're guessing he could be the next boarder to blast onto PS2.

RELIABILITY 5/10

PSM2 RECKONS *It would be shrewd for Activision to build on the popularity of the Tony Hawk games, so a snowboarding title is the logical step. If the game co[illegible] tuition, don't expect SSX2 to have t[illegible] easy when it eventually launches.*

"LARA FANS LINE UP AT THE FRONT DOOR ASKING FOR MY AUTOGRAPH. BUT IT'S NOT THAT EXCITING FOR ME, AS THEY'RE MOSTLY BETWEEN THE AGES OF EIGHT TO TEN"

THE OFFICIAL LARA CROFT MODEL, LUCY CLARKSON, laments *Tomb Raider's* pre-pubescent fan base. Is Angelina Jolie prepared for an invasion of cub scouts?

›MAGAZINE NEWS ｼﾏｶﾝ

PSM2 GOES GLOBAL

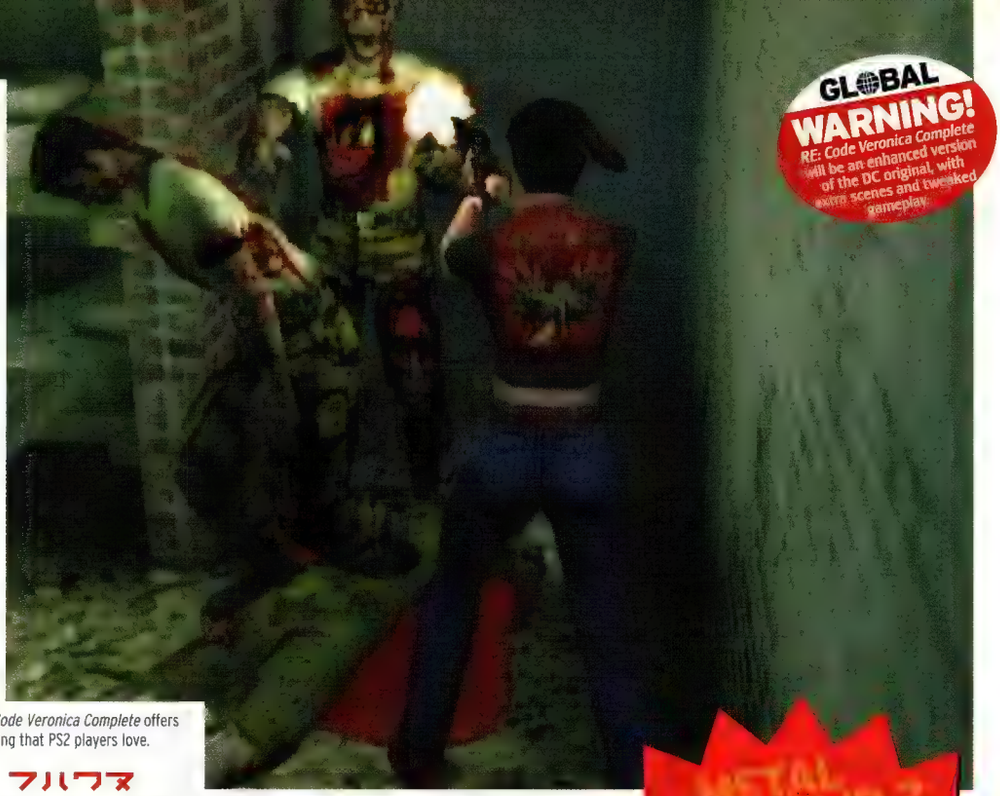
PSM2 is travelling longer, harder and faster throughout the world. Foreign editions of your favourite PS2 mag are now available in Germany, Spain and Italy – with charming local translation (our German pals have been flat out removing references to the likes of Big Daddy). The UK original still draws letters from Israel, Sweden and Norway... but we're still a zillion-times more enjoyable than the Eurovision Song Contest.

GLOBAL WARNING! The UK version of PSM2 is also available in South Africa and Australia – can we borrow some sunshine?

PSM2 RECKONS *It's slightly bizarre, to see PSM2 in a foreign tongue. But it's more disturbing to learn that our Spanish team want to see Colonel Gaddafi in the PS2 version of Space Channel 5...*

ALL AROUND THE WORLD: Gawd help whoever has to translate our obscure captions and potty-mouthed reviews. At least they'll be honest.

ATTACHÉ, BLESS YOU: Nice bit of case. It's filled with some top bits'n'bobs, as well.



WHO CLAIRES WINS: *Code Veronica Complete* offers the same ruthless zombie blasting that PS2 players love.

GLOBAL WARNING! RE: *Code Veronica Complete* will be an enhanced version of the DC original, with extra scenes and tweaked gameplay.

JAPANESE GAME NEWS ニュース

WALLET HAZARD

Japanese gamers are getting a shiny metal briefcase to celebrate *Resident Evil's* fifth birthday. What's wrong with cake?

By the time you read this, *Resident Evil: Code Veronica* will be available in Japan. Not content with giving away a *Devil May Cry* demo with the game, Capcom are releasing a special edition for die-hard fans – containing more zombie goodness than George A Romero's collected works. The suitcase contains a special DVD called Wesker's Report, where everyone's favourite S.T.A.R.S. member recollects the history of the series. As if that wasn't enough, lucky punters will receive every *Resident Evil* game to date, a chrome pen, a silver ring, a key holder, a six disk binder and a set of dog tags with a unique serial number. Which sounds to us like mighty good value. Or at least it did, until we discovered that the whole caboodle will set you back ¥28,000 – about £170. Holy smoke.

PSM2 RECKONS *At very least, Capcom should make the bundle available on-line for UK gamers... the rich ones.*

METAL GEAR SOLID 2 COMPO WINNER! Huge congratulations to our *MGS2* compo winner Paula Gamble of Cleveland, who correctly identified David Hayter – Snakes voice-over man from *MGS* – as the inspiration for Snake's real name. That exclusive premiere souvenir is on its way, Paula. To the few that suggested Snake Plissken, from Escape From New York, dumbo.

MOVIE NEWS シネカノ

SQUARE REVEAL THEIR FANTASY

Sony have revealed a full 17 minutes of the *Final Fantasy* movie, in an exclusive showing at their San Francisco Metreon store. Initial reports suggest that the CGI is more stunning than expected, though the script leaves a lot to be desired.

To all intents and purposes, the characters look real. Only slight deficiencies in their hair and facial animations betray their CG origins. Naturally, there're certain effects that could never be replicated in real-life. There's a stand-out scene where one of the humans is ripped apart by a phantom in a bittersweet explosion of technicolour. Similarly, the scene where a skull snakes across the dirt has to be seen to be believed.

The story unfolds on a post-apocalyptic Earth circa 2065, with human survivors trying to avoid mysterious soul-sucking phantoms who roam the wastelands. Nobody knows where they came from, save for Aki, the female lead, played by Ming Na. She and her protective army of commandos, led by... er, Alec Baldwin, search the broken cities for human survivors.

Apparently, the only funny lines belong to Steve 'Reservoir Dogs' Buscemi, who plays the commandos' dropship pilot, Ryan. Conversely, the remaining dialogue is wooden and generic – though that never did Star Wars much harm at the box office.

PSM2 RECKONS *We're not panicking yet. Only a sixth of the entire film has been shown, we'll hold our judgement for now.*

"POPULATE IT WITH EVERYONE FROM MUGGERS TO RESPECTABLE BUSINESSMEN. FILL IT WITH A LOAD OF CARS AND THEN LET THE PLAYER LOOSE IN THE UNDERWORLD"

LES BENZIES LEAD PRODUCER GTA3

The many faces of the *GTA3* universe are explained by one of DMA's team who're bringing the gangster lifestyle to PS2. Guess how the muggers and businessmen fit in...

BYTESIZE スナックシサク

UK: An industry source has revealed that Lionhead's god-sim *Black and White* is deep into production on PS2. This moral game allows you to train good or evil followers, though a publisher is yet to be confirmed.

JAPAN: Square are taking on-line orders for *Final Fantasy 10* merchandise. It's possible to buy replica silver rings and pendants modelled by the male hero Tidus, while female gamers can settle for lady Yuna's necklace.

USA: Word reaches us that Mythos Games have canned the sci-fi strategy thriller *Dreamland Chronicles* due to a lack of publisher interest. Unless the developers receive more funds, the project is on indefinite hold.

UK: It looks like *WipEout Fusion* will be indeed be delayed, as key members of the Studio Liverpool team are believed to have left the team for another project, possibly *The Getaway*. Don't expect *Fusion* in the UK until Autumn.

JAPAN: The latest word from Konami is that *MGS2* may slip until 2002, but since the PAL version of *Z.O.E.* arrived just one week after its Japanese counterpart, don't rule out a simultaneous Worldwide release for *MGS2* yet.

JAPAN: Konami have won their legal battle over unofficial memory cards that alter the story of dating simulation *Tokimeki Memorial*. It was ruled that unofficial changes couldn't be made to copyrighted software.

JAPAN: Apple used PS2 to demonstrate their new DVD Studio editing software at the Macworld Tokyo Expo. An Apple executive explained: "PS2 was chosen because of its high-quality DVD playback capabilities." So, erm, there you go.

GLOBAL NETWORK

WORD FROM OUR CONTACTS ON THAT THERE WEB T'ING...

Last issue, we consulted our journalist buddies from across the globe to discover which Sega games they'd most like to see on PS2. This month, we contact the decision makers in the upper echelons of the industry for their thoughts on Sega's shock move. Sonic's got some of these guys running scared, you know...

"SEGA IS REALLY OPENING UP OPPORTUNITIES. IT'S LIKE GOING FROM MAKING MOVIES IN ESPERANTO TO MAKING MOVIES IN ENGLISH. YES, IT WILL BE MORE COMPETITION FOR NAMCO, BUT THAT'S GOOD. WE END UP COMPETING ON QUALITY. SEGA HAS THE POTENTIAL TO BECOME THE ELECTRONIC ARTS OF JAPAN"
Mike Fischer, Namco USA's Director of Marketing

"SEGA ARE STARTING FROM SCRATCH... IT'S NOT QUITE AS THOUGH THIS IS GENERAL MOTORS SAYING WE WILL MAKE BMWS, BUT IT'S THE SAME KIND OF PROPOSITION. THEY MAY LOOK LIKE BMWS, BUT I'LL DOUBT THEY'LL DRIVE LIKE BMWS"
John Riccitello, Electronic Arts

"WE'RE MOVING ON TO THE ONE-WORLD CONCEPT. CONSUMERS WILL NOT BE ABLE TO BE PLATFORM LOYAL BECAUSE MORE AND MORE THIRD-PARTY COMPANIES WILL BE BRINGING GAMES OUT ON A MULTI-PLATFORM BASIS TO OFFSET HIGH DEVELOPMENT COSTS"
John Inada, Marketing Director, Tecmo

"SEGA HAVE ALWAYS BEEN ABOUT CONTENT, WHICH IS WHY GAMERS LOVE THEM, AND THAT'S SOMETHING WHICH DOESN'T NECESSARILY TRANSLATE INTO MASS MARKET APPEAL"
Simon Callaghan, Infogrames

LET'S GO GLOBAL...

Hear more from these guys at:

- www.namco.com
- www.EA.com
- www.infogrames.com

TOMB RAIDER
Angelina: The size of the shooters! The green of her eyes! It's impressive, although we're secretly holding out for the S.I.M.O.N. robot model.

METAL GEAR SOLID 2
Snake: Mean and moody, with a fully realised mullet, the man known as Dave is one of the most detailed figures we've ever seen.

METAL GEAR SOLID 2
Revolver Ocelot: The man with the bizarre choice in historic handguns strikes a dramatic, windswept pose in his raincoat.

MERCHANDISING NEWS フバクヌ

PLASTIC GEAR

The virtual stars of tomorrow become the bendy plastic of today. Remember, they're not toys, but collectors' items...

The *Tomb Raider* movie is three months away, but we've already got our first glimpse of the official merchandise. Playmates are producing a variety of six-inch figures, including Ms Jolie and the S.I.M.O.N. training robot from the trailer. The figures go on sale in the US this spring, priced at around seven quid. Expect a UK release soon after.

McFarlane's *MGS2* figures are equally exciting, revealing some shadowy figure outlines from characters not yet seen in the game – see pg32 for more details on these mystery images. Speculation aside, the Olga figure is just terrific.

PSM2 RECKONS *No upsets here. The MGS2 figures are amazingly detailed while the Lara Croft figure is a pleasant likeness of Angelina Jolie. We want these figures, now.*

MGS2 NEWS シワヨカノ

YOU CAN APPEAR IN MGS2

Konami is giving gamers a once in a lifetime chance to appear in *MGS2*. The chosen few will appear as standard guards, with their names etched onto the characters' dog tags. This raises an interesting issue. Imagine the existential crisis of firing a round of darts into a guard's crotch, only to bend down and discover it was you. Interested parties should visit Konami's KCEJ website, where they'll be asked to fill in relevant personal details including, bizarrely, their blood type. Winners will be selected at random, so don't go calling yourself Zinc Phoenix to increase your chances.

Furthermore, Konami are inviting those who've played the *MGS2* demo to register their scores on a worldwide league table. Our first effort barely scraped the top 200, so get practising.

PSM2 RECKONS *How brilliant? This could be the start of virtual voodoo – putting your mates into games and compromising their real-life safety with your PS2. Hideo Kojima just keeps on innovating.*

To register for the game, visit:
http://www.konami.co.jp/kcej/products/mgs2/mgs2name/index_e.html
For high scores, visit:
www.konami.co.jp/kcej/products/mgs2/mgs2_t_IR/index_e.html

JAPAN: Premier games mag Famitsu Weekly awarded panic-action title *Extermination* a prestigious Silver award, while cheerful flight simulation *Let's Be a Pilot 2!* scooped a Gold. Sony didn't see that one coming.

JAPAN: A *Z.O.E.* TV series is set to debut this April on Tokyo TV. Z.O.E. Dolores, i doesn't feature the characters from the game, but the mechs remain the same. 26 episodes are scheduled, at the prime broadcast slot of 2.30am.

JAPAN: Sony's new production techniques have reduced the cost of PS2 graphic chips. The company currently loses about £60 on each console. Increased profits might *hopefully* be invested in price cuts.

USA: Activision's rumoured *X-Men* game should debut on PS2 late next year, to coincide with the release of the next movie. Details are scarce, but expect a fighting game with exploration and adventure elements

ASIA: Midway has signed a deal with KOEI to distribute their products throughout Asia – from India to Hong Kong. This will give Japanese gamers their first taste of *Ready 2 Rumble: Round 2* on PS2.

USA: EA have bought the on-line gaming network *pogo.com*, which serves 17 million registered users. The site is family focused, and might help EA to deliver mass market games once Broadband's available.

DON'T MISS
BIG GAME NEWS, DELIVERED FAST:

REVIEWS **pg64**
Fill your brain with unbeatable buying advice.
STRATEGY **pg96**
Secret stuff *They* don't want you to know...
SUBSCRIPTIONS **pg118**
Don't miss an issue of PSM2 with our great offer.

PSM2 DVD

LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE...

ISS PRO EVOLUTION: The only game to make you forget it's Saturday. A thing of beauty and PSM2's exclusive edit gives you the best seats in the house.

ON YOUR DEMO DISC

PSM2's DVD goes into overdrive for a blinding April shower of the biggest and baddest titles set to tenderise your head.

Welcome to the fourth part of your block-rocking DVD collection.

The first look at the best footy title in the universe. The latest games about to burn their way into the charts. The future laid bare in all its jaw-dropping wonder. And enough tips to give even the most befuddled instant gaming kudos.

Each and every month we do our damnedest to bring you all that's hot in the world of PS2, give you the chance to take your gaming to the max and offer more added extras and revelations than any other mag out there.

So sit yourself down, find something to bite upon and prepare yourself for another non-stop rampage of digital thrills. **PSM2**

PROBLEMS WITH YOUR DVD?

Pack it into a envelope and send it back to this address:

PSM2 Disc Returns, VTV UK Sales, The Squirrels, Station Fields, Oakengates, Shropshire, TF2 6DH

PSM2'S MANIFESTO

PSM2's DEMO DISC DOES: Deliver exhilarating footage of the biggest new PS2 games in development, the best new releases, game secrets, documentaries, plus bonus extras. It's packed with value.

PSM2's DEMO DISC DOESN'T: Just show you four new games.

Sorry but the PSM2 DVD is not available in the USA

OUT NOW

Pushing the envelope and jostling for your cash, those PlayStation 2 titles of the here and now.

ROBOT WARLORDS

©Midas Interactive

On-screen: Have a gander at the mech set-up screens and then take in one round of attacks on the violent streets of Tokyo.

Background: Borrowing heavily from Square's *Front Mission* series, *Warlords* takes turn-based mech strategy titles next-gen.

NBA HOOPZ

©Midway

On-screen: Slam dunks and pounding replays from the stars of the NBA.

Background: Shaq and the rest of his crew received a healthy 70 percent from our review in PSM2#07. So, as far as basketball titles go, only EA currently outrank Midway's courtly bouncer.

SILPHEED

©Virgin/Interplay

On-screen: One of the best intros out there for the PS2 and a fulsome selection of in-game shots that'll make your fingers numb.

Background: An odd choice for a next-gen machine, this explosive scrolling shooter still has enough spirit to pull a crowd.

SKY ODYSSEY

©SCEE

On-screen: Plane selection alongside several replays from the early missions, as well as a cheeky look at the hidden Fokker tri-plane.

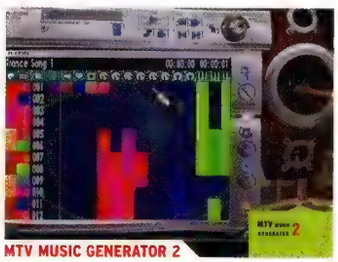
Background: A gentle glide from Sony that has all the elements of a sleeper hit. Check out our review on pg70 of this very issue...

EVERGRACE

©Ubi Soft

On-screen: A big fat slice of the intro sequence that shows off the game's excellent FMVs to full effect.

Background: A passable RPG coded by From Software, with some solid gameplay and a fair share of Japanese sartorial madness centred around the costume changes of the heroes.

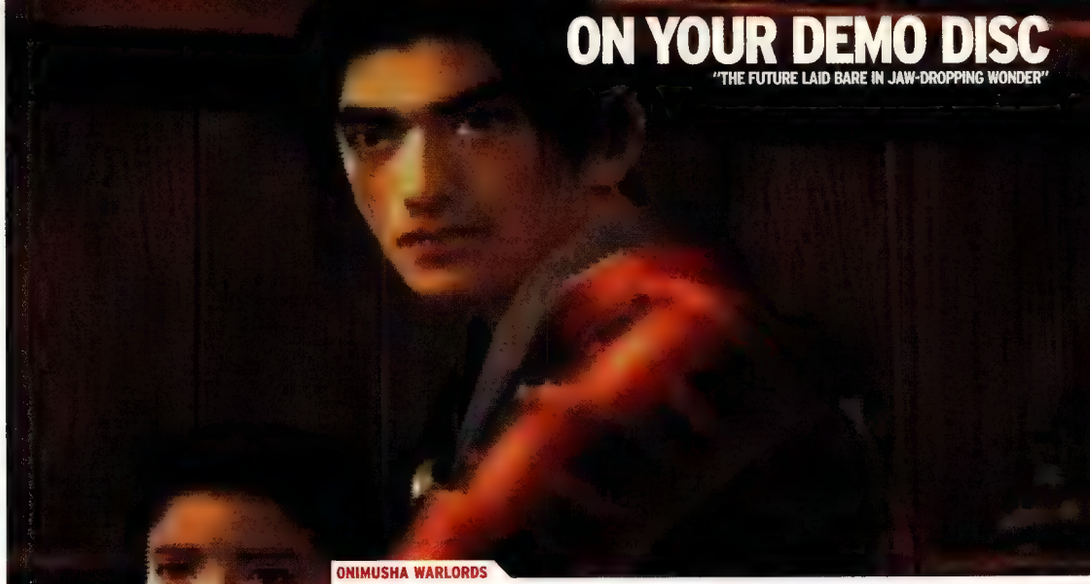


MTV MUSIC GENERATOR 2

OPERATION WINBACK

ON YOUR DEMO DISC

"THE FUTURE LAID BARE IN JAW-DROPPING WONDER"



ONIMUSHA WARLORDS

NAVIGATING YOUR DVD

Relax and let PSM2 show you how to quickly get around your shiny new disc...

01 THE D-PAD
Allows you to scroll up and down through the various on-screen menus

02 THE ⊗ BUTTON
Selects the current option which you've highlighted on the menu.

03 THE ⊡ BUTTON
Takes your straight back to the title menu.

04 THE ◎ BUTTON
Stops the footage. Hit it again to access the options menu.

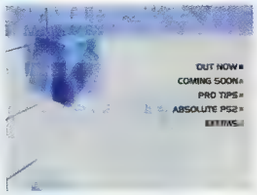
05 THE START BUTTON
Allows you to pause the footage at any time.

06 THE R2 SHOULDER BUTTON
Allows you to fast forward the footage.

07 THE L2 SHOULDER BUTTON
Allows you to rewind the footage

YOUR DVD MENU EXPLAINED

PSM2's monthly installment of cutting edge film clips and tips comes packed into five easy-to-access sections. Each is tailored to cover a specific chunk of the market and they all promise to give you the broadest overview of the world of PS2.



OUT NOW
The movers and shakers currently taking up shelf space in the shops.

COMING SOON
The titles of tomorrow brought screaming to your door today.

PRO TIPS
Taking your games further as only PSM2 can.

ABSOLUTE PS2
We target a sports sims and sort the wheaty goodness from the chaff.

EXTRAS
On-location reports and cool clips from behind-the-scenes.

COMING SOON

Rolling out another barrel full of titles designed to make you drool in the months to come.

KENGO

©Ubi Soft

On-screen: In-game hacking aplenty, plus previews of the training sub games and a fair share of ketchup stained dressing gowns.

Background: This sequel to the excellent *Bushido Blade* eschews free roaming combat in favour of dojo-based face-offs.

KURI KURI MIX

©Empire

On-screen: Top down platforming madness as we follow Cookie and Cream into a world of cooperative finger twisting. Also features a clip of the four-player race mode.

Background: Revolutionary puzzler that takes your DualShock 2 and splits in down the middle, all in the name of fun.

ABSOLUTE PLAYSTATION 2

This month, we rate every UK sports sim. You've already got *Madden*, right? Well take a look at the other titles out there...

ESPN TRACK AND FIELD
Thumb and pad-blistering athletics from king coders Konami.

ESPN INTERNATIONAL TRACK & FIELD
63%
Dazzling to look at, but over too quickly in one-player. A lot of Bemani-flavoured sophistication doesn't save it from looking tired.

ESPN NBA 2NIGHT
Dependable dunking let down by occasional flaws in the visuals.

ESPN WINTER X GAMES
Snow surfing for the serious boarder overladen in tweakable options.

FIFA 2001
No matter how good it gets, and this is good, the name remains flawed

ISS
Not as good as *Pro Evolution*, but still a cracking footy title.

KNOCKOUT KINGS 2001
Heavy-handed excellence let down by an unpleasant edge to the graphics.

NBA HOOPZ
Old-skool ball bouncing with a nice line in arcade dynamics.

NBA LIVE 2001
EA prove their dominance of sports titles by making this a joy to play.

NHL 2001
Shiny helmets of plastic and enough brutality to make the Hansons wince.

SWING AWAY GOLF
Golf-lite with the bulbous-headed stars of the comedy green.

TIGER WOODS PGA TOUR 2001
Sedate golfing class let down by a limited range of courses and players.

G-SURFERS

©Blade Interactive

On-screen: Acceleration that'll leave your stomach on the starting grid with a choice glimpse at the tempting track editor mode.

Background: Blade Interactive's first PS2 title currently doing the rounds in search of a publisher, and looking pretty slick.

MTV MUSIC GENERATOR 2

©Codemasters

On-screen: The 'Radio' skin of your control interface plus a brief insight into how to master the art of music and video creation.

Background: After the pounding success of *Music* and *Music 2000*, the Codies return to form with another chunk of aural satisfaction.

OPERATION WINBACK

©Midas Interactive

On-screen: The cheesy dialogue of Jean-Luc Cougar and his mates soon drops away to reveal some killer in-game footage.

Background: Building on the decent reception of the N64 version, KOEI take the adventures of team SCAT to new heights on PS2.

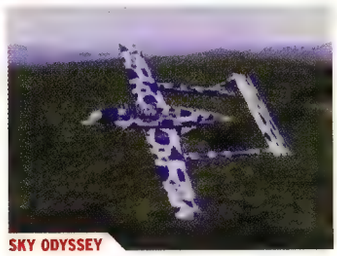
WINGOVER 3

©JVC

On-screen: Commercial jets, WW2 fighter planes and modern attack craft all showing their moves in the big sky.

WING OVER 3

G-SURFERS



SKY ODYSSEY

Background: A 'serious' flight sim that gives you a wide range of models to pilot and a game set to give *Ace Combat 4* a run for its money.

ONIMUSHA WARLORDS

©Capcom

On-screen: A cut-scene showing off the sheer size and weight of one of the early bosses and a pile of zombie slashing from the Japanese version. For the connoisseur of panic action...

Background: First, take a look at our *Onimusha* feature on pg90, then gaze in wonder at the game in action.

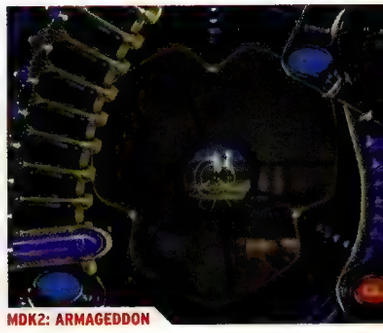
MDK2 ARMAGEDDON

©Virgin/Interplay

On-screen: Kurt, Max and the Prof go gun mental in a series of action scenes that'll leave you sweaty. Check out the top notch sniper mode.

Background: The true sequel to the gun frenzy that was *MDK*, this title promises the same level of action

SILPHEED



MDK2: ARMAGEDDON

PSM2 DVD

LONGER, HARDER, FASTER: THE DEMO DISC THAT SHOWS YOU MORE...

NBA HOOPZ

SUMMONER

and tongue-in-cheek humour from the three central characters.

ISS PRO EVOLUTION

©Konami

On-screen: The football sim to beat all others shows off its skills and superlative visuals in this, our PSM2 exclusive edit.

Background: The sheer playability of *Winning Eleven 5* has been seducing us ever since it arrived... we're desperate for the PAL version.

PRO TIPS

PSM2's promise of 'Longer, Harder, Faster' comes to blazing life through the medium of our tips section. Want to get more out of your games? Then watch this.

DEAD OR ALIVE 2

©SCEE

How to... Change the time of day

Highlight either the Aerial Garden or Iron Hell arenas and hit ◎.

How to... Start in a different location

Highlight any one of the following arenas: The White Storm, The Demon's Church, The Crimson, The Burai Zenin or The Dragon Hills. Now press ▣ to start on the lower level.

RAYMAN REVOLUTION

©Ubi Soft

How to... Get the bonus mini-games

Go to the language selection menu and highlight Raymania. Hold L1 and R1 and then tap L2, R2, L2, R2, L2, R2, to open up all the mini games.

READY 2 RUMBLE: ROUND 2

©Midway

How to... Unlock everything

Head over to the Character Select screen and press ←, ←, →, R2, ←, →, →, R1, R1, R2. You can then alter costumes by pressing ▣.

How to... Start at the final match

Go to the Character Select again and tap in R2, ↓, →, ↑, ←, R1 (six times), R2, R1, R1, R2. Not only will you be transported to the final match you'll also have an instantly full Rumble Meter to boot.

How to... Get a fat boxer

READY 2 RUMBLE: ROUND 2

WIN A PS2 AND NBA HOOPZ!

Sweet little mystery! It's a massive giveaway from PSM2 and Midway Games! All you've got to do to get your mitts on a brand spanking new PlayStation 2 and a copy of the bouncing *NBA Hoopz* (featured on this issue's DVD) is answer this question:

What DC superhero did Shaquille O'Neal play in the 1997 movie of the same name?

Answers (along with your name and address)on a postcard to:
Shaq Attack Competition
PSM2 Magazine
Future Publishing
30 Monmouth Street
Bath, BA1 2BW

Rules:
1) The first correct entry drawn at random after the closing date will win a PS2+*NBA Hoopz*. Three correct runners-up will each win a copy of *NBA Hoopz*
2) The closing date for entries is Tuesday 1st May, 2001
3) Winners will be announced in PSM2#11. As always, no correspondence will be entered into
4) The Editor's decision is final

ANY COMMENTS ABOUT THE DVD?

Please send them to:
DVD #04
PSM2 Magazine
Future Publishing
30 Monmouth Street
Bath, BA1 2BW

It's off to the Character Select screen again, then hit →, →, ↑, ↓, →, R1, R1, R2.

How to... Get a skinny boxer

Yep, you guessed it, Character Select and then press →, →, ↑, ↓, →, R1, R2.

How to... Get a zombie boxer

Character Select one final time and tap in the following; ←, ↑, →, ↓, R1, R1, R2. Instant zombie.

SUMMONER

©THQ

How to... Open the hidden FMV

Select the Credits option from the Main Menu and press ⊗ to view a classic parody of a typical Dungeons & Dragons game.

SUPER BUST-A-MOVE

©Acclaim

How to... Open more levels

Once at the Start Menu tap △, ←, →, △ for some added puzzles.

How to... Open more characters

Head back to the Start Menu and press △, →, ↓, △ to crack open all the characters at once.

UNREAL TOURNAMENT

©Infogrames

How to... Open the Big Head mode

Go to the Main menu and tap in the following combination; ←, →, ←, →, ←, →, ◎, ◎, ◎. Now open up the Mutators menu and the Big Head option should be available.

How to... Get fat enemies

Key in ◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎ at the Main menu and then go to the Mutators menu again to locate the new option.

How to... Get full ammunition

Pause the game at any point in the action and tap in ←, →, ◎, ◎, ◎, →, ↓.

How to... Get invincibility

Pause the game again and press ▣, ◎, ←, →, ◎, ▣.

UNREAL TOURNAMENT

EXTRAS

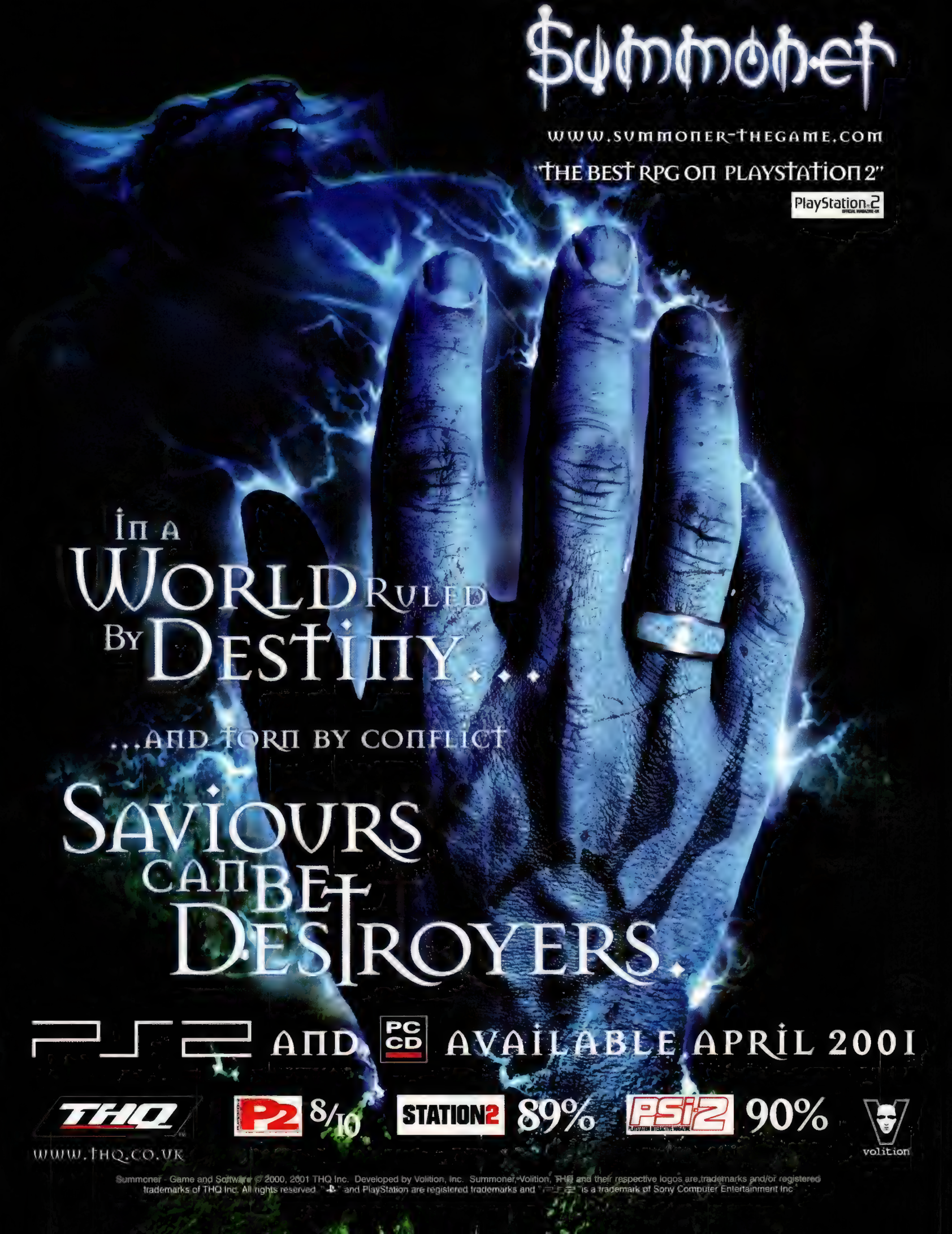
Those additional segments of loveliness that nicely round the whole disc experience off. Behind-the-scenes exposés, live footage from the biggest trade shows around and launch events that make the Titanic's maiden voyage look economy class. Want to live games like the professionals? Then look no further.

SONY'S HISTORY OF VIDEOGAMES ©SCEE

As part of the promotional launch package for PlayStation 2, Sony organised this reel of computer-driven animation depicting their concept of the history of videogames.

KNOCKOUT KINGS 2001 EVENT ©Electronic Arts

Mohammed Ali and Lennox Lewis team up for this glittering launch event that drew a massive crowd from the world's media. PSM2 were on site to meet and great the big men themselves and indulge in EA's specialist brand of hospitality.



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COVER GAME

PSM2 GOES EXCLUSIVELY HANDS-ON WITH A PREMIER PS2 TITLE...

OUT UK APRIL/MAY

CRAZY TAXI

"MORE UNASHAMEDLY FUN THAN ANYTHING EXCEPT SSX"

PSM2 EXCLUSIVE PREVIEW!

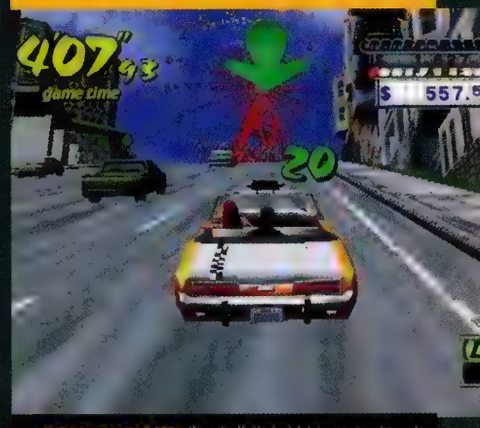
LEAP OF FAITH: Jump over guard rails to reach dizzying heights, followed by sickening crashes.

The music's loud, the sun's shining, the passengers are generous and the traffic cops are non-existent. Travis Bickle never had this much fun.

AT THE WHEEL: Joel Snape

Lots of you will have played *Crazy Taxi* before, either at an arcade or on a mate's Dreamcast. Either venue suits it perfectly – it's very loud, very shiny and well worth a pocketful of change. But you wouldn't want to *own* it. On your first few goes, it's all you can do to shuttle a few moaning punters from A to B, smashing the odd phonebox on the way. It seems impossible that you could become an expert – arcade games are there to hoover up cash for a couple of minutes' fun. Aren't they?

Part of the reason you'd think this is the deceptively simple gameplay. The faster you drop off your fares, the more 'spare time' you earn, and, apart from steering, you've got exactly four controls – accelerate, brake, reverse and drive. The game's genius, though, is in the way you combine these to pull the 'Crazy' manoeuvres that soon become second nature. The moment you get the knack of the Crazy Dash, it's like learning to Dragon Punch in *Street Fighter 2* – afterwards, you'll wonder how you ever got along without it. Good driving's nothing to do with gradual braking or taking the proper line on corners – it's about ▶



FERRIS BUELLER: Why is it that driving games have to include huge fairground attractions?

INSIGH

■ *Crazy Taxi* makes up a third of Sega AM3's 'Occupational Series', alongside *Brave Firefighters* and *Emergency Call Ambulance*. *Ambulance* plays a lot like *Sega Rally Championship – Firefighters*, unfortunately, won't be coming to the PS2, as it needs a bleddy great fire

CRAZY TAXI

INFO
- **DEVELOPER** Acclaim/Sega
- **PUBLISHER** Acclaim
- **GAME TYPE** Arcade Driving
- **COMPLETE** 90 percent

ANTICIPATED FEATURES
- Four cars – each with their own driver and handling.
- Two cities to drive around – one from the arcade and a console-only level.
- Crazy Box mode – nine challenges to hone your driving skills.
- Songs provided by The Offspring and Bad Religion.

COVER GAME

PSM2 GOES EXCLUSIVELY HANDS-ON WITH A PREMIER PS2 TITLE...

THE DRIVERS

Two 'cool' ones, a pretty one and a slightly chubby one. *Crazy Taxi*'s character line-up gets no points at all for originality...

AXEL McDERMOTT

CAR: Coupe de Ville.
NUMBER PLATE: 1NOMISS
Easy to handle, decent acceleration, reasonable braking. Stupid hair.

B.D. JOE

CAR: Cadillac Eldorado.
NUMBER PLATE: 2HOP260
Fast car, appalling traction. Slows down to a crawl on grass. Nice hat.

GENA TURNER

CAR: Ford Mustang.
NUMBER PLATE: SEXY515
Accelerates and brakes quickly, but loses masses of speed if it crashes.

GUS MANCINI

CAR: Plymouth Fury.
NUMBER PLATE: ONLY777
Doesn't lose any speed on impact, but not too nippy or manoeuvrable.

GOTTA LICENCE TO THRILL

The secret to getting that high-scoring Crazy Licence isn't just about getting to your destination on time – it's about pulling as many nerve-shredding moves as possible on the way. Here we take you on three typically ill-advised runs through the streets of the arcade level – watch the cash pile up with every paint-scraping stunt.

THE HILL

WHAM, BAM, THANK YOU TRAM: Give it a quick nudge to send it down the hill ahead of you.

ON THE BUSES: Careful now – a head-on collision'll drop your tip-o-meter back to zero.

TAKE ME HIGHER: Colliding with a speed bump provides serious airtime.

SPLISH SPLASH: Then a quick blast along the beach scares a few unwary surfers.

WHO'S BAD? We are, but not in the Michael Jackson sense. Our passenger's buggered off.

THE MULTI-STOREY

RAMP FREDDY: On the way to the Levi's store, we spot a cheeky ramp.

PARK LIFE: Even passing stationary cars gives you a Crazy Through bonus.

CABBIE-KARZE: There's that Levi's sign. Only one way to get there, mind...

ON AIR: And that's taking a header off the building. Note the Crazy Jump combo indicator.

GROUNDED: Then it's just a quick drift to get back on course for massive points.

THE BRIDGE

KERB-CRAWLING: With a shifty type in the back, it's time for a wheely on the pavement.

HOT CARS: Sprint through the Used Car lot for more Crazy Throughs.

JUMP FOR JOY: Then it's on to the hinged bridge – technically known as a bascule, fact fans.

FLY, BROTHER, FLY: As we go airborne B.D. Joe turns around to reassure his passenger.

SMASH: But completely ruins the effect by missing the landing and hitting a wall.

▶ stopping on a dime and accelerating like a nut-bag. In the arcades, *Crazy Taxi* always takes a pounding, because the right technique involves wrenching the wheel and gearstick to extremes very quickly. Some of this manic feeling's lost on PS2, but the control's actually much more precise – vital for top scores. It isn't clear which wheels currently available for PS2 will support *Crazy Taxi* – the controls aren't redefinable at the moment.

CHARGE!

Cleverly, it's possible to pick up extra money in *Taxi* by pulling dangerous stunts – why drive in the right lane when you can weave through oncoming traffic for a slew of 'Crazy Through' bonuses? Crazy Drifts – a variation on the traditional *Ridge* powerslide – are essential for nippy cornering, but they also convince your adrenaline-junkie fares to pile on the tips. This means there's much more to the game than just getting your fares to the checkpoints – it's about driving with style. If you don't mind taking a flying leap over a moving tram, certain routes offer vast wedges of cash. Even better, the money goes up as you take greater risks – dodge lots of cars in quick succession and stick a drift on the end, then watch the combo meter clock up. Crash though, and you're back to 50 cents a stunt.

Like the Show-off mode in *SSX*, it rewards style – watching a top-class player slam round the bends and nail the short-cuts is almost as gratifying as doing it yourself.

ROOFLESS PEOPLE: Sadly, a few balconies look like potential jump opportunities, but unfortunately aren't.

The arcade version of *Crazy Taxi* only offers one course, but the PS2 version includes the confusingly-titled 'Original' level. Rather than being a quick add-on, it's arguably even better designed than the first one, and includes just as many short-cuts. It's certainly more difficult, with lots of handbrake turns and difficult jumps being central to a successful run. There's also a stack of challenges in Crazy Box mode, which, although providing little incentive to go back once you've completed them, are undeniably compelling.

"WATCHING A TOP-CLASS PLAYER SLAM ROUND THE BENDS AND NAIL THE SHORT-CUTS IS ALMOST AS GRATIFYING AS DOING IT YOURSELF"

BRIGHTEN THE CORNERS

The real beauty of *Crazy Taxi*, though, is that it's just so much *fun*. Crucially, everything's bright and cartoony – instead of trawling the darkened

ON A COLLISION COURSE

Head-on collisions with other cars and large objects will wipe out your combo meter, but feel free to wreck everything else with impunity. Most of the standard car-chase fodder's there – picnic furniture, phone boxes, park benches – although two blokes carrying a sheet of glass might have been nice. It's all good, clean fun, too – pedestrians scoot out of the way rather than going under your wheels.

THE CRATE GATSBY: It only needs a few squawking chickens and angry beggars for the full Bond-movie effect.

HUMAN TRAFFIC: Normally, we'd feel bad about chasing pedestrians, but they're supposed to be Californian.

CALL INTERRUPTED: Slamming into phone boxes kills your speed, but it's great fun. Besides which, they're usually occupied, in which case the unlucky occupant ends up legging it for his life.

"THE REAL BEAUTY OF CRAZY TAXI, THOUGH, IS THAT IT'S JUST SO MUCH FUN"

The overly bright Californian sun, dozy haircuts and cartoon graphics get under the lids. Before long you'll be chuckling to yourself as the back end of your taxi scatters phone boxes all over.

COVER GAME

PSM2 GOES EXCLUSIVELY HANDS-ON WITH A PREMIER PS2 TITLE...

AD FOR IT

After the 50th fare barking "Take me to KFC", don't be surprised if you've got a sudden craving for spicy chicken dippers. Product placement's rife in *Crazy Taxi* – we're not *entirely* sure why everyone's in such a desperate hurry to buy a pair of Levis, but it's quite gratifying to slam into the front of a Pizza Hut.

CHICKEN RUN: KFC's inexplicably popular with pink-haired rockers. Must be the Colonel's secret sauce.

JEAN WILDER: The Levi's Store – popular with tie-die wearing hippies, for some reason.

JABBA THE HUTT: Pizza Hut's mainly frequented by chubby tourists.

RECORD BREAKERS: It's a shame you can't smash the shopfronts – sponsors wouldn't allow it.

FILA THE LOVE-A: After some tacky '90s sportswear? Look no further.

CLIMB EVERY FOUNTAIN: Taking a shortcut through the water saves you valuable seconds.

▶streets of *Midnight Club*, you're screeching through a perpetually sunny city that looks a lot like San Francisco. It makes a huge difference, and sets the tone perfectly.

COOL TO RULE

Self-consciously cool characters are usually the easiest to hate – think *Gex*, or anyone from *The Bouncer* – but *Crazy Taxi*'s are having such a laugh that you'll soon get over their 'wacky' Hawaiian shirts and over-styled hair. Even the customers are entertaining – getting all excitable when you pull a skid, and occasionally handspringing out of the car.

The music fits the action perfectly – even if you're not a fan off pogo-punk. The Offspring and Bad Religion are great tunes for cruising around and smashing things. Even loveable green-haired cabbie Axel bears an uncanny resemblance to Offspring frontman Dexter Holland.

Unfortunately, in other areas *Crazy Taxi* is currently stalling. At this, admittedly early, stage it isn't quite as visually impressive as it should be. *Tekken* and *Ridge* used Sony's System 246 board – the basis of the PS2's architecture – but *Crazy Taxi* uses Sega's Naomi setup, making the conversion slightly trickier. The dreaded jaggies are never more apparent than when they're

CHASING AMY: At the moment, hapless members of the public tend to run through scenery in their hurry to get away.

braking up the sleek lines of your 1964 Caddie. This takes some of the polish off the game – but we're assured anti-aliasing will soon be put in.

Also, while it might have been in a class of its own on the DC, *Taxi* looks almost dated next to the PS2 free-roamers. *Top Gear Dare Devil* might be slow, but it lets you crash through plate-glass windows. In a few sections of *Crazy Taxi*, you'll come across small wooden picket fences that'll stop you dead, even though it's entirely possible to knock over a phone booth. Even more infuriatingly, you'll occasionally be able to do an angled jump on a flyover that *should* send you sailing over the rail into the traffic below – instead of

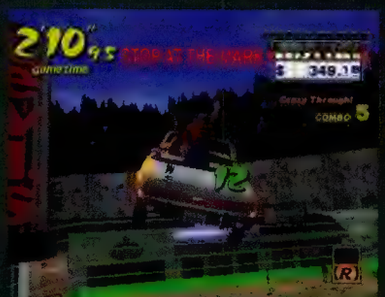
INSIGHT

■ *Taxi*'s the second of Sega's AM3 games to feature the all-encompassing evil demon that is corporate sponsorship, after the God-awful *Top Skater*.

"SELF-CONSCIOUSLY COOL CHARACTERS ARE USUALLY THE EASIEST TO HATE – THINK GEX, OR ANYONE FROM THE BOUNCER – BUT CRAZY TAXI'S ARE HAVING SUCH A LAUGH..."

YO! CRAZY RUSH THE SHOW!

There are two basic skills to master – the Crazy Rush and Crazy Drift. However, as you get better, you'll learn to combine these for ever more spectacular driving – whether it's pulling a turbo reverse, an aerial drift or a 180° spin as soon as you start the car. Finally, there's the Limit Cut – a jolt of turbo that you can only pull off at top speed. They're all implemented through rapid taps of the gear buttons, which have to coincide exactly with you jamming down the accelerator or brake.



CRAZY JUMPS: Done by simply doing a Crazy Dash into an inclined surface. Handy for points, tricky to control.

CRAZY DRIFTS: While moving forward, hit reverse, then drive. Then yank the wheel for a frightening skid.

CRAZY AERIAL DRIFTS: A combination of the last two. Vital for the Original level's tight turns.

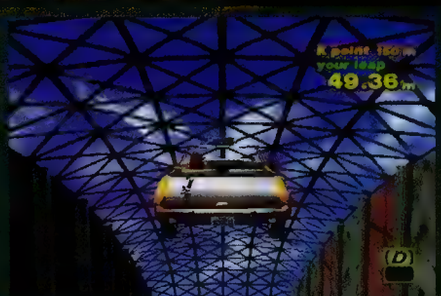
CRAZY TURN: Handy if you pick up a punter who wants to go back in the direction you've just come from.

CRAZY TAXI

"IT LOOKS ALMOST DATED NEXT TO PS2 FREE-ROAMERS"

WHAT'S IN THE BOX?

Taxi's Crazy Box bonus mode contains a set of challenges introduced to its console incarnation. At first, it's not much more than an elaborate way of introducing the control system – but later on the challenges progress to driving through crowded multi-storey car parks and down packed highways without crashing.



FOR THE HIGH JUMP: The first challenge involves doing a Crazy Dash off an enormous ski jump. Not in the theory test.

TOP OF THE POPS: Nailing all the balloons can be tricky – hit them wrong, and they'll bounce away.

PILLAR TO POST: Slam into the pole for an instant stop – one passenger jumps out as the next one's getting in.

COVER GAME

PSM2 GOES EXCLUSIVELY HANDS-ON WITH A PREMIER PS2 TITLE...

"EVEN THE CUSTOMERS ARE ENTERTAINING, GETTING ALL EXCITABLE WHEN YOU PULL A SKID"

HOMEWARD BOUND: The green area's roughly where you need to drop your fare – but leave them next to the red arrow for a bonus.

DAS BOOT: Idiot punters kick your cab if you're too slow, then hop about. Nice touch.

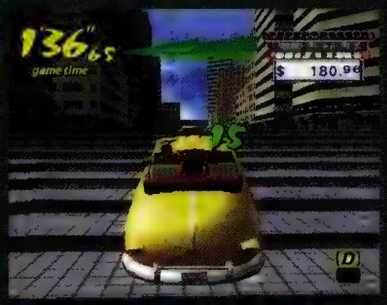
CROSS-TOWN TRAFFIC: The drivers are nonchalant about hurtling into the path of trucks. Passengers aren't.

THE KNOWLEDGE

Being a good cabbie's about much more than snappy banter and handbrake turns – to be a success, you've got to have a map of your chosen city welded into your brain. In *Crazy Taxi*, you'll also have to memorise every short-cut and tip-grabbing stunt opportunity. You'll also find that you can drive in some unexpected areas – and there're passengers to be found in the strangest places...

SUBTERRANEAN HOMESICK BLUES: Follow the train line, and you'll get hopelessly lost.

THIS MUST BE UNDERWATER LOVE: Note the killer whale and snorkelling punk. Nice detail.



GET ME TO THE CHURCH ON TIME: There's the occasional poignant scene - but don't stay to watch.

TRUE STEPPERS: Hit a flight of stairs at high speed and you'll sail up them - handy for climbing hills quickly.

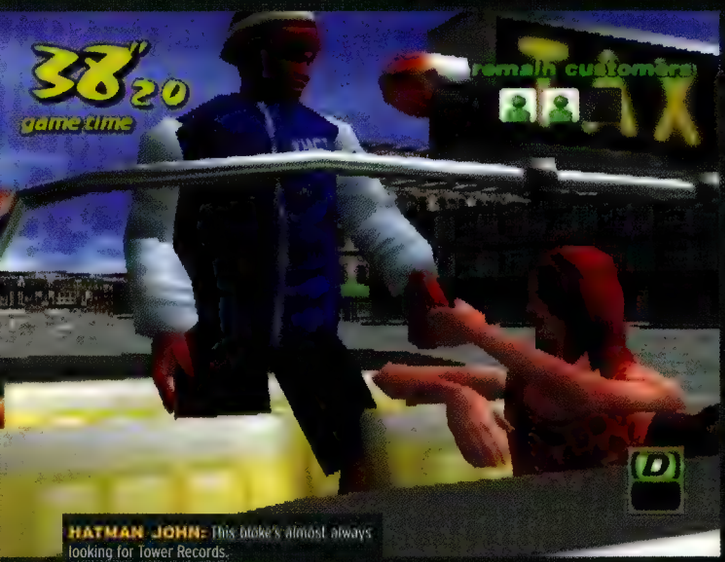
"CRAZY TAXI'S ALREADY A HUGELY ENJOYABLE, COMPULSIVELY PLAYABLE GAME... AND YES, IT'S A DREAMCAST PORT THAT DOESN'T OFFER ANYTHING NEW TO PLAYSTATION 2"

ALL'S FARE IN LOVE AND WAR

The passengers are all part of *Crazy Taxi's* charm. Grannies diss you, priests whoop as you fly off the brow of a hill, and portly tourists flash away with their cameras. They all have circles around them indicating the distance they want to travel – red's the shortest and green's the longest. They also tend to ask for sensible destinations – punks tend to be heading for Tower Records, and people with bags are probably heading for the airport.

NICE AND SMOOTH: This punter's on the way to a romantic rendezvous - note the lovely brown suit.

READY TO BLOW: Porky looks like a fast food joint will be a probable destination.



HATMAN JOHN: This bloke's almost always looking for Tower Records.

MRS BRADY: It's a bit disturbing when the old lady informs you that you 'suck'.

THE FLASHER: The Hawaiian-shirted tourist takes snaps as you careen off hills.

▸which you hit an invisible wall. Hopefully this'll change in the finished version, as it seriously damages the free-roaming feel that's so carefully nurtured elsewhere.

HOMIE ALONE

While there's plenty of competitive potential in the high-score system, a split-screen two-player mode wouldn't have hurt – after *Smuggler's Run*, the hardware's clearly up to it. But that's something Acclaim have no control over – they can't modify the console version of the game.

Despite these niggles, *Crazy Taxi's* already a compulsively playable game. It's also more unashamedly fun than anything except *SSX*. Yes, it's a Dreamcast port that doesn't offer anything new – but our sister mag DC-UK gave that nine out of ten. If the real world was this much fun, maybe we wouldn't need games at all **PSM2**

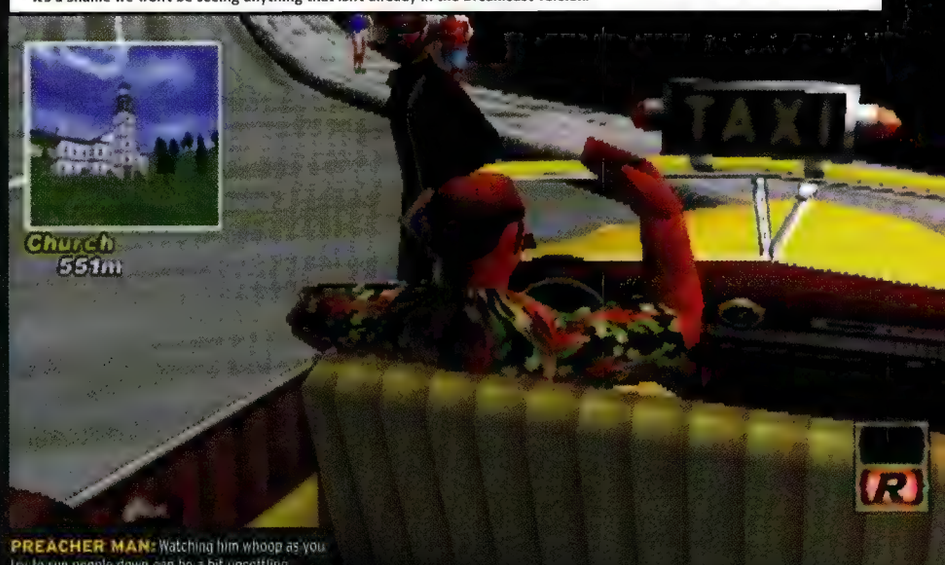
Dig out those fluffy dice and polish up your wheel trims – we'll have a review of Crazy Taxi in PSM2# 10

SLIP-SLIDING AWAY: It's always worth pulling a skid to trash extra bits of scenery, as long as you've got time.

PSM2 GUT REACTION

Crazy Taxi's a return to the kind of classic gaming you'd associate with *Space Invaders*. There's no real story – just pick up and drop off passengers, and you'll never complete it – there's always a point when you run out of time. Still, this simplicity's what makes it so much fun – the challenge of racking up a huge score's enough to keep you coming back. It's full of clever little touches to keep you entertained, and it's one of those games that's worth mastering solely for bragging rights among your peers. It's a shame that nothing's going to be added for the PS2 version, but we're looking forward to it anyway.

+ The gaming equivalent of a Feeder tune – nothing too deep, but still addictive, bouncy, fast-paced and fun. A breath of fresh air among all the grim 'n' gritty games we're seeing on PS2, with their realistically moist rain effects.
- It's a shame we won't be seeing anything that isn't already in the Dreamcast version.



PREACHER MAN: Watching him whoop as you try to run people down can be a bit unsettling.

PLAYSTATION 2 MAGAZINE
PSM2

COMING SOON

スシサ

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

マディスカンチニシモモ

THE JOYS AND REWARDS OF MAINTAINING A ZEN-LIKE PATIENCE ARE MANIFEST.

DUNCAN

Unfortunately, due to not being the most supple of people – thanks to a predilection for sitting on our arses – we're currently trapped in the lotus position in front of our PS2s, frighteningly over-priced plimsolls wedged firmly in groins.

Cheering us through this torrid time of immobility, and complex toilet rotas, is the news of three games that we'd only dared dream of just six months ago. The Wachowski brothers have thrown their, not inconsiderable, weight behind the granting of a licence to produce *The Matrix* on PS2. If all goes well, then expect a gaming experience unlike anything you may've seen before.

The second welcome slice of news to be pushed under the door, along with Pop Tarts and clean sponges, is THQ announcing the first slim details of the third installment of the record-busting *Smackdown!* series – see pg29 for details... and a picture of The Rock.

And, finally, just as all our loose change disappears into the abyss that is the back of the PSM2 communal settee, we have development news from *Virtua Fighter 4*, on pg30. You've no idea how happy that makes us. Ouch... **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also keep you comprehensively informed of the very latest game development news as it happens, up here at the front of Coming Soon.

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

BIKER GROOVE: Oh, the opportunities. Bullets, set-pieces, missions - everything's there for a superb title.

›LICENSING NEWS フハフヌキ

THE MATRIX

As the sequel to the film continues to go through pre-production, it looks like PS2 has secured a very special tie-in.

Following a flurry of rumours, Interplay have finally confirmed that they've netted the hotly-contested Matrix licence. They're rumoured to have spent around $8 million on the deal, which entitles them to produce a number of games in conjunction with Shiny Entertainment – the first of which is coming to PS2. It'll be loosely based on the events of the second film, set for a 2002 release. "We have complete and utter access to the making of the movie," confides Shiny president and lead designer Dave Perry, the lunatic genius behind *Earthworm Jim*. "It's not a licensing deal, it's a collaboration."

Things that'll ensure it'll be good: the Wachowski brothers are likely to get actively involved – they've been interested in releasing a game since the original film first came out. And, of course, Shiny's own talent for producing innovative games. We've seen cherubs possessing people in *Messiah*, dogs packing miniguns in *MDK* and cows flying through the air in *Earthworm Jim* – so what they'll come up with for Neo and the gang is anyone's guess.

PSM2 RECKONS *We've been over the issues of games being based around films so much that we'll end up having a game made about it. Thankfully, with the pedigree behind this project, and the quality of the material, we'll be on to a sure-fire winner come 2002.*

Kobal Collection / Boland, Jasin / Warner Bros

›FIRST DETAILS シラミ

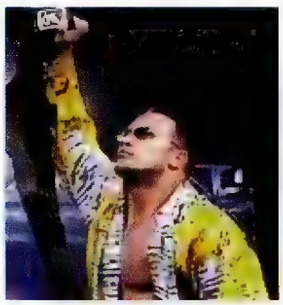
WWF SMACKDOWN! 3

After months of gentle prodding with PSM2's sharpened news stick, THQ have finally released details about their next wrestling game – working title *Smackdown! 3*.

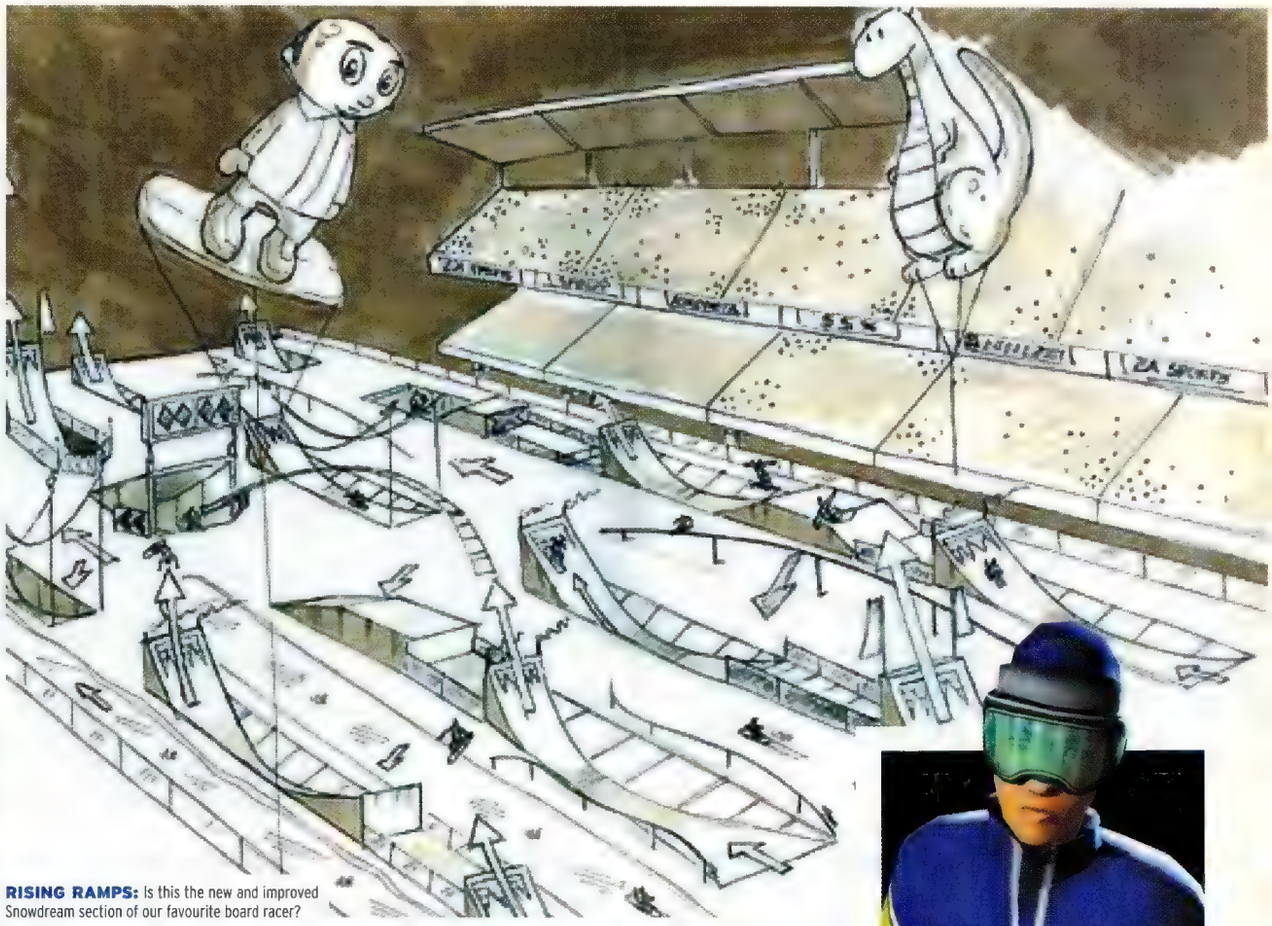
What we know: It'll feature 78 styles of match, at least 35 superstars, over 1,000 moves and play-by-play commentary. You'll also be able to attack your opponent as he makes his entrance, fight with your tag partner, and distract the ref. Best of all, with six-man tag matches and up to nine wrestlers in the ring at once you can finally recreate the chaos of the Royal Rumble and Survivor Series.

What we want: Triple-threat ladder matches, crowd chants and – oh yes – the 3D-through-a-table move.

PSM2 RECKONS Smackdown! *2 was a vast improvement on the original – and now Yukes have got a next-gen machine to play with.*



...AND A HARD PLACE: PSM2's wrestling nut can hardly wait for this one.



RISING RAMPS: Is this the new and improved Snowdream section of our favourite board racer?

›DEVELOPMENT NEWS フバワネ

SSX DVD

EA indulge in a little polish to improve their already magnificent downhill world-beater... and ask us for some help.

If you read last issue, you'll know that EA are working on a DVD update of their distractingly fun boarder-cross game. Since then, our sources have unearthed these – supposedly concept sketches for the changes.

The track's a new middle section for Snowdream, set to replace the bumpy bit with a series of huge jumps and rails. You'll also notice some funky new outfits for Zoe and Elise, although Mac and Moby don't seem to have changed much.

Unfortunately, EA have declined to comment on whether this art's genuine – but they *did* ask if we had any suggestions for improvements ourselves. At which point we bombarded them with ideas until they begged for mercy. Top of our list? New stunt courses, new tricks, fully customisable boarders (we like being able to pick our own tinted goggles) and selectable taunts. Sweeter'n candy.

PSM2 RECKONS *We love EA for releasing SSX, and we don't want them to ruin it by releasing some half-arsed cash-in.*

MAC AND ABLE: Not much change, though, for the *SSX* junior upstart..

ZOE'S BALLS: The fiery chick with expansive trousers gets a colour top-up.

"I HAVEN'T BEEN THIS TITILLATED OR INVOLVED IN A GAME SINCE EARTHWORM JIM"

DAVE PERRY SHINY ENTERTAINMENT
America's most crazed/inspired games developer gets all-a-flutter about working on *The Matrix*.

BYTESIZE スカラシサ

› **CODEMASTERS** will be releasing *LMA Manager 2001* on the PS2 before the end of this year. No firm gameplay details have emerged as yet, but a spokesman for Codies promised us that it'll 'Rewrite the rulebook'.

› **NAMCO have confirmed that they've got at least 12 games in development for PS2. The list includes several unnamed games based around football and tennis, but also mentions the tentatively-titled *Mr Driller New Work*.**

› **INFOGRAMES** have announced a (fairly) solid release date for *Alone In The Dark: The New Nightmare*. Expect more supernatural fun with Edward Carnby as of late September. Barring a huge date-slip. Like *Unreal Tournament*'s.

› **INTERPLAY will be using the abilities of the PS2 to dramatically improve *Giants: Citizen Kabuto*. Every character model's expected to use around 500 extra polygons – they're usually made of about 3,000.**

› **ACTIVISION** will be releasing *Matt Hoffman's Pro BMX 2* in Spring 2002 – but it's no longer being developed by Runecraft, the team behind the PSone version. Rainbow Studios (*ATV Offroad Fury*), will replace them.

› **LOST BOYS GAMES are working with the Moscow Symphony Orchestra for their PS2 titles. They'll be providing the music for forthcoming release *Knights*, as well as one so far unnamed title due to be published by SCEE.**

› **ENIX** are working on *Endonesia*, an RPG game where you play a 10-year-old who gets transported to another world. To get home, he must find 50 different gods within ten days – before the game cycles back to the beginning.

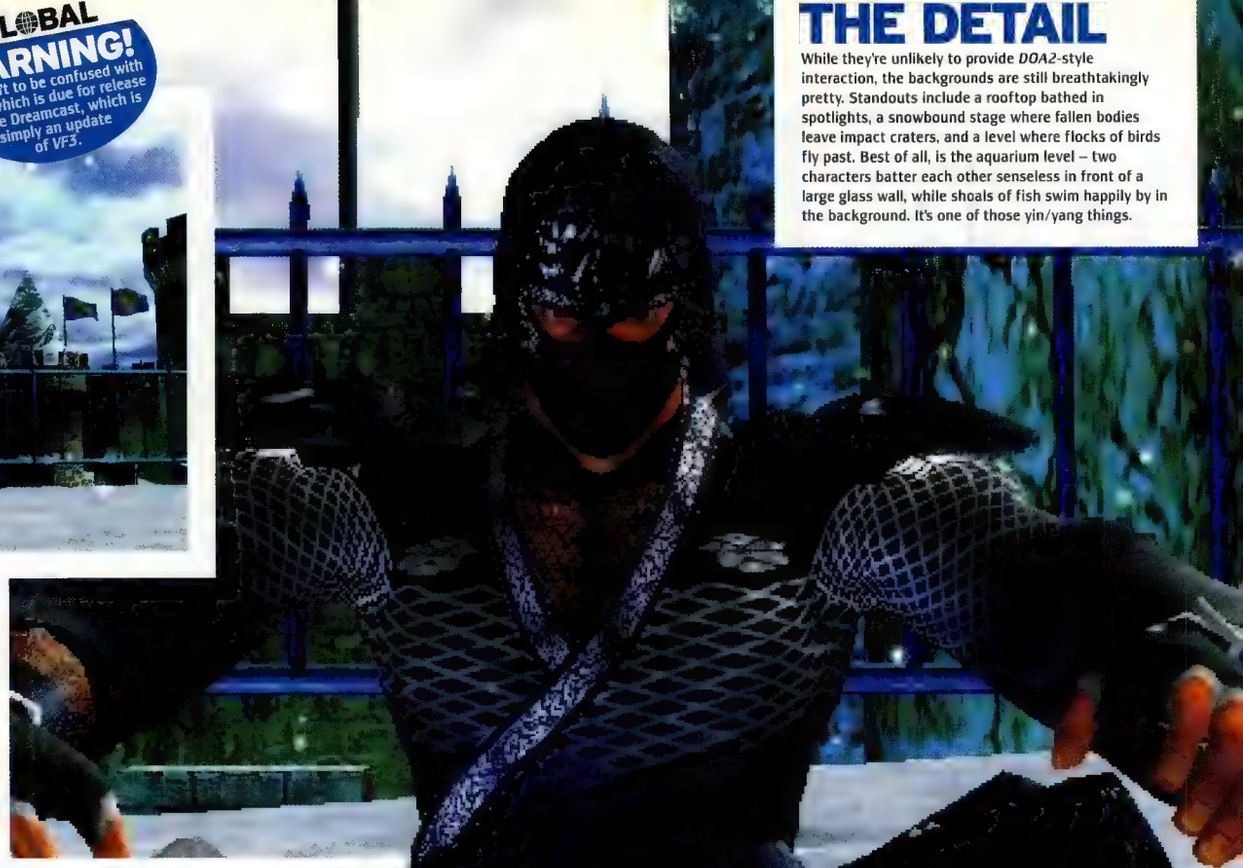
COMING SOO

"VIRTUA FIGHTER 4 LOOKS PHENOMENAL"

GLOBAL WARNING! This isn't to be confused with VF3X which is due for release on the Dreamcast, which is simply an update of *VF3*.

RUNNING RAMPART: The snow effects on this castle level are simply incredible.

PLAIN SAILING: Akira brings tears to Wolf's eyes with a timely kick on the waterfront.



NICKEL ARSE KAGE: Armoured-up in a Darth Vader-esque outfit, we're hoping he can still headbutt like he used to.

THE DETAIL

While they're unlikely to provide *DOA2*-style interaction, the backgrounds are still breathtakingly pretty. Standouts include a rooftop bathed in spotlights, a snowbound stage where fallen bodies leave impact craters, and a level where flocks of birds fly past. Best of all, is the aquarium level – two characters batter each other senseless in front of a large glass wall, while shoals of fish swim happily by in the background. It's one of those yin/yang things.

› JAPANESE GAME NEWS フルフヌ

VIRTUA FIGHTER 4

We were initially excited by Sega's beat-em-up making the switch to PS2, but now, after seeing these shots, we're gagging to get our hands on it.

The recent Arcade Operators' Union Expo was a fine event for many reasons. It had *Vampire Nights*, Namco's new shooting game. It had *Private Shot*, Konami's odd new paparazzi-sim. It even had a dog-walking sim – details of which you'll find over the page. But most importantly, it had *Virtua Fighter 4* – the latest in the series that brought arcade combat into the third dimension.

Needless to say, it *looks* phenomenal – these shots are all based on the game engine, and the trailer's full of dramatic lighting and Crouching Tiger-style camera angles. The only potential problem is the hardware – while Namco's *Tekken* series uses Sony's System 246 board, the basis of the PS2's architecture, *VF4* uses the brand new Naomi 2. Barring horrible mishaps, though, it'll be yet another quality next-gen beat-em-up. No tag teams, either.

PSM2 RECKONS *Well, you don't need incredible graphics for a gratifying scrap – PSM2's obsession with* Yie Ar Kung Fu *refuses to subside – but visuals of this quality certainly help.*

BOYS AND GULLS: The background animations look nice enough, but we'd like to bust that railing.

LUPINE HOWL: Wolf's pecs benefit from some suitably stunning lighting and shade effects.

HONEY PAI: Pigtailed she may be, but don't expect anything less than some fearsome slaps from this girl.

BYTESIZE スカラシサ

› **TAKE TWO** have announced that their *Austin Powers* game's been delayed until 2002. The title's set to feature dancing, photography and mini-games – but we suspect they're reworking it to tie in with the next film.

› **PAPAYA STUDIOS are rumoured to be working on a Britney Spears game. Their last PS2 game was *Top Gear Dare Devil*, so we're hoping for a sort of Virtual Chauffeur game – where you get to mow down screaming fans.**

› **WIDE GAMES** are working on *another* illegal street-racing game, titled *Rush Club* – but this one includes bikes, boats and a four-player mode. It'll centre around gang wars between the Mafia, Triads and the Yakuza.

› **TAKE TWO have declared record profits for the start of 2001 – but more interestingly, they've also announced that they've got 15 PS2 titles in development. Expect sequels to *Midnight Club* and *Smuggler's Run*.**

› **KONAMI** were also at the recent Arcade Operator's Expo – *Silent Scope 3* and *Private Shot*, where you scour the landscape with a camera, hunting down members of Morning Musume and Da Pump to snap.

› **ACTIVISION continue to release details on *Kelly Slater's Pro Surfer* – they've announced that they're working on a 'revolutionary' new physics engine for the water effects. Just as long as it isn't another *Surfing H30*.**

› **CORE** are busily making changes to *Herdy Gerdy's* central character in order to avoid Disney comparisons. As you progress, Gerdy goes from being an urchin to a mature... um, herder. Maybe they should change that title.

SAY IT LAU, SAY IT PROUD: Facial hair and all, he doesn't look like he's winding up for a gag about gorillas.

THE FIGHTING SYSTEM

After the relative complexity of *Virtua Fighter 3*'s combat system, *VF4*'s going back to basics. The 'evade' button's been axed, although it isn't clear whether you'll be able to sidestep. The parry system continues to evolve, though – it's now possible to counter a punch, have your counter reversed, counter the reversal but have your second counter parried. Got that? Good.

SASH THE WAY TO DO IT: The detail in the characters' clothing is top. Check out Pai's embroidered dragon.

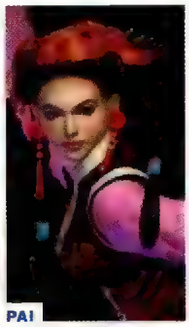
BLOODY ROAR: We're especially keen for the legacy of elaborate celebrations to continue in *VF4*.

THE CHARACTERS

So far, every *Virtua Fighter* game's added two characters to the previous roster – and *VF4*'s unlikely to be any different. Akira, Pai and Wolf are largely unchanged, Kage is sporting some nifty Edo-era armour, Lion's got a purple latex getup and Lau looks surlier than ever.

Most Glaring Influence Award goes to the new Shaolin monk character – with his billowing robes and graceful Rakan Ken style, he's uncannily similar to almost every character played by Jet Li.

AKIRA



PAI

WOLF

AOI

KAGE

LAU

›DEVELOPMENT NEWS 5/73

2000AD

When Rebellion bought 2000AD last year, there was rejoicing at PSM2 – and now it's been justified. Rebellion managing director Jason Kingsley's a huge fan of the comic, and the company's recently confirmed that they're working on a *Dredd vs Death* game for the PS2. It'll be written by John Wagner – the man who *invented* Dredd – and we're assured that Dredd'll be as surly and unfair as ever. There's also an early version of *Rogue Trooper* already running at their Oxford HQ, and after that they're planning games based on Strontium Dogs and Slaine. Speaking to PSM2, Kingsley said that even an ABC Warriors game was a possibility. We're stupidly excited at the thought.

PSM2 RECKONS *2000AD's got masses of potential – Button Man, Devlin Waugh and Chopper all spring to mind. And the* Gundam *mechs wouldn't stand a chance against Joe Pineapples and Hammerstein.*

FUTURE SHOCK: 2000AD oldie Tharg looks forward to a whole new world on PS2.

"I LIKE OLDER GAMES, ESPECIALLY BOARD AND DICE GAMES LIKE THE ORIGINAL WARHAMMER"

YOJI SHINKAWA KONAMI

The lead designer on *Metal Gear Solid 2*, probably the most forward-thinking game currently in production, would rather shoot orcs with a crossbow than take out Sons of Liberty with a tranq gun. Let's hope there's no rune-based magic waiting for Snake.

› **KONAMI have announced that they'll be making changes to *Winning Eleven 5* for its UK release. "Watching Giggs has convinced me that our dribbling isn't realistic enough", says producer Shingo Takatsuka.**

› **VERANT** are working on *PlanetSide* – it's not confirmed as a PS2 title, but it's still tremendously exciting. It's an FPS set in a future where *everyone* shoots each other, and you're given your own storage space for weapons or vehicles.

› **TEAM NINJA is reportedly splitting into two divisions, both overseen by *Dead or Alive* guru Tomonobu Itagaki. One team will work on *Ninja Gaiden*, still some distance away – the other is working on *Dead or Alive 3*.**

› **MIG Entertainment**, a newly established Japanese developer, has announced that its first project will be *Triangle Again* for PS2. It uses a system known as 'Media Mix' to blend game and 'non-game' content. Interactive book? Ugh.

› **ACCLAIM are well on the way with *Fur Fighters 2* – a game involving rescuing puppies and kittens with well-armed cats and dogs. It looks fantastic, using the same cel-shading style as *Jet Grind Radio* and – eek – *TVDJ*.**

› **ARTDINK** will be releasing *Golfful Golf* in Japan in May. As well as using the Analogue *Tiger Woods* system, you'll be able to take part in a Career mode – where you'll be offered product endorsement opportunities.

› **KONAMI will be at the Tokyo Game Show as you read this – but since they're holding back everything good for E3, the only new PS2 stuff on show will be the oddly-titled *Muscular Ranking* and *Mastromusic Millenium*.**

› **KOEI** will also be at the TGS, but their line-up's mildly more exciting. Expect more news about the much-anticipated *Kessen 2*, *Gitaroo-man* and the probably-to-be-huge-in-Japan *GI Jockey 2* 2001 next issue. Possibly.

COMING SOON

"WE'VE BEEN PLAYING THE MGS2 DEMO FOR MONTHS"

GLOBAL WARNING! MGS2 should be out in Japan before Christmas, but Konami can only promise that it'll hit the UK within the financial year

THE CHEEKY BIT: Out of ammo? Not a problem. As a guard makes his routine patrol, just tippy-toe up behind him, then whip out your tranq gun. He doesn't know it's empty, so shake him down by aiming at his face or groin – then just holster the gun and take him out with a roundhouse kick to the head before he knows what's happening. Classy.

THE SNEAKY BIT: Gently... gently... you're sneaking under the mess of laser trip wires attached to a block of Semtex, but you're only halfway under when you notice that tell-tale blip on the radar. There's no way out – unless you bust a cap in the fire extinguisher, sending foam spraying everywhere and distracting Johnny Badman. Whack him out, then clear the mines – the foam even stays on the floor.

THE HIDE N' SEEKY BIT: You've lobbed in a chaff grenade and blown away the guard – he couldn't call for help, because his radio wasn't working. But then you notice the malfunctioning security camera, and you're feeling a bit cheeky... A minute later, the camera comes back on, and the other guards notice the bleeding corpse directly in front of it. They pile in to investigate, but you're nowhere in sight – until you take out their kneecaps from your hiding place under the table. Hoo-hoo!

THE NASTY BIT: The sweep team caught you by accident, shooting you in the back as you tried to run. Then they chased you into a corner, and you turned the tables with a stun grenade. Now they're dazed, but they'll be getting back up in a second. You realise that you're bleeding all over the floor, and anyway, they'd do the same to you... before you know it, you've shot two defenceless men in the back of the head. You sicko.

THE RAINY BIT: You're out on the wind-swept deck, and Olga's killing you – you're dripping blood while she somersaults about, lobbing grenades into all your hiding places. And every time she stops to reload, she hides behind a crate covered in tarpaulin. Hmm. Shoot the straps off the tarp, then it flaps free, whacking her in the face – and you've nailed her in the leg with a well-placed tranq dart before she knows what's happening. Clever.

›DEVELOPMENT NEWS ﾌﾙﾂｦ

METAL GEAR SOLID 2

Overdose on MGS2 with five things you've never seen before... and three mysterious additions to the cast.

Yes, we've talked about it before, but the *MGS2* demo's out in the shops now, and we couldn't resist celebrating. You can complete the demo in little more than two minutes, but only by missing out on all the stuff that makes it so special. We've been playing it for months, and we *still* find new, inventive ways to dispatch those pesky Sons of Liberty. Squeeze the life out of Snake with our guide to five things you've probably missed.

PSM2 RECKONS *We've said it before, but we'll have to say it again: we'll wait, as long as the superlative quality of what we've seen so far runs throughout the entire game. We suspect that Kojima-san won't let us down.*

UNKNOWN SOLDIERS

If you've read Global, you'll already know about those *MGS2* toys – but even more enticing are the figures we've only seen in silhouette. Join us, as we speculate wildly about who they might be, why they're there and who the heck is related to who...

NINJA? Skintight costume? Katana? It's obviously Ninja – except Ninja got squashed to bits by Metal Gear Rex. Remember, though – Ninja had an adopted daughter – the delightful Naomi Hunter. She almost killed Snake with her revenge-crazed nuttiness last time, so we wouldn't be surprised to see her taking on her dad's mantle.

RAVEN? Note the long coat, chunky boots and slender legs – this one's either a flasher or a Sniper Wolf-style lady assassin. He/she's also packing some impressive firepower – that looks like a helicopter-adapted Kalashnikov if ever we saw one. Vulcan Raven's niece, perhaps.

LIQUID? By process of elimination, we reckon this one's almost certainly got to be Liquid Snake – after all the 'Hello... brother' teasers, he's almost certain to pop up somewhere. But what's the huge thing protruding from his shoulder? Well, either it's an extremely long scarf, or a cybernetic link between his brain and Metal Gear Rex. Possibly.

BYTESIZE CONT スコラシサ

› **EA** have announced that Jason Giambi will sponsor *Triple Play Baseball*, out this April in the US. As well as being America's Most Valuable Player you can beat the crap out of him in *Knockout Kings 2001*. Flick to our tips section now.

› **FROM Software have pushed the release date of *King's Field 4* back in Japan. The latest in the mildly popular RPG series doesn't meet the high standards of producer Nishima-san, so it's likely to be released in the summer.**

› **ENTERBRAIN** are gearing up for the release of *True Love Story 3* – where you spend most of your time in school, waiting for your daily home-time attempt at chatting girls up. Doesn't sound like fun to us.

› **PACIFIC CENTURY will soon be releasing *Super Mic-Chan* – the microphone-based party game. Mic-Chan, who has a mic embedded in her head, Kiyoshi, her cannibalistic brother, and Charismatic Stalker all feature.**

› **EA** won't confirm *Medal of Honor* for the PS2 – but job advertisements posted a while ago tell a different story. And now our contacts tell us the game'll be called *Medal of Honor: Frontline*. Could be a winner.

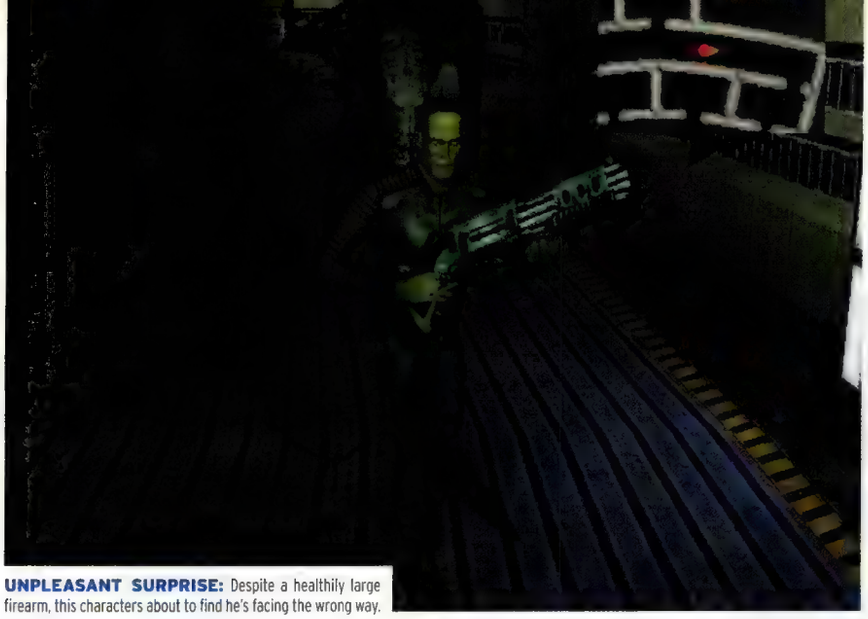
DON'T MISS

BIG GAME NEWS, DELIVERED FAST

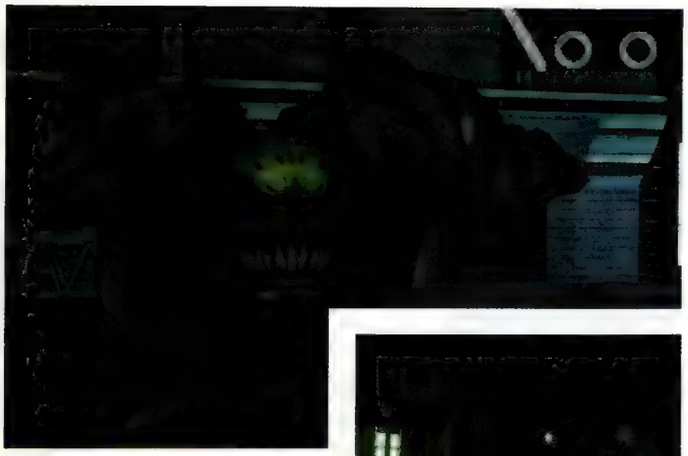
REVIEWS pg64
Fill your brain with unbeatable buying advice.

STRATEGY pg96
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg118
Don't miss an issue of PSM2 with our great offer.

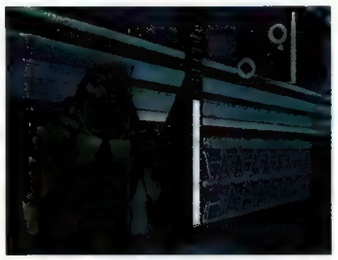


UNPLEASANT SURPRISE: Despite a healthily large firearm, this characters about to find he's facing the wrong way.



DENTAL AS ANYTHING: If this is the what to expect, then the game's title seems like good advice.

MULLER BRUTE CORNER: There's definitely something lurking down there.



IN THE NAME OF COD: Fish boy doesn't appear to be much of a threat.

>DEVELOPMENT NEWS ﾌﾙﾌｧ

RUN LIKE HELL

Another survival-horror in a research station gets some much-needed class from a variety of top-notch voice characterisations... and it looks brutally scary.

So, you're stuck in a remote research facility, and dribbling aliens are slaughtering everyone in sight. Who do you want on your side? The obvious choice – Lance Henriksen, famed for getting ripped in half in Aliens. Or possibly Michael Ironside, famed for getting ripped in half in Starship Troopers. And for getting his arms pulled off in Total Recall. Hmm, how about some friends that can avoid that kind of trouble? They're both appearing in the voice cast of *RLH* – Henriksen plays lead character Nick, while Ironside's likely to be a villain. Also in the line-up are Kate Mulgrew of Star Trek: Voyager fame, and Clancy Brown – probably best known for his turn as Dr Neo Cortex in *Crash Bandicoot*.

PSM2 RECKONS *If Michael Ironside's appeared in a bad film, we haven't seen it. Except for Highlander 2.*

"TimeSplitters is the one title you should definitely be dashing home with once you've secured your PS2."
Official PlayStation Magazine - 9/10

"Grab a copy now for some of the fastest, most full-on fragging of this or any century."
Official PlayStation 2 Magazine - 9/10

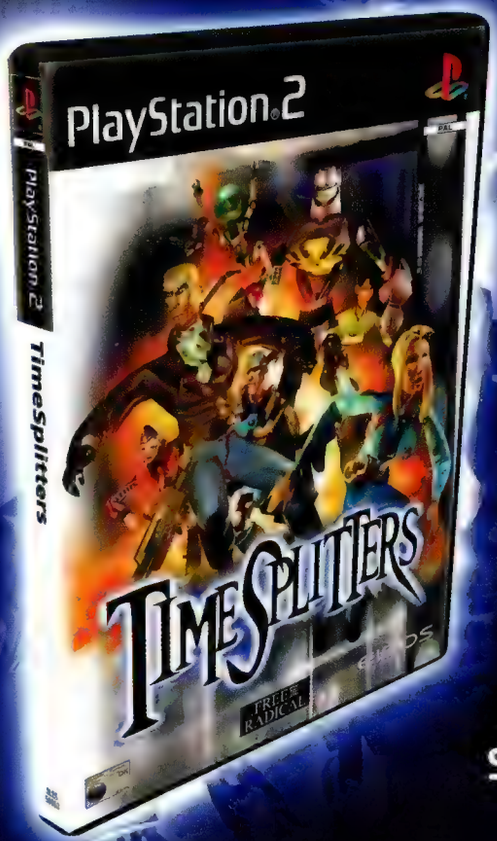
"A slick shoot 'em up wet dream."
Power - 9/10

"An adrenaline-filled hyper-addictive, head-buzzing thrill kill fest."
PSi-2 - 90%

"A glorious multiplayer massacre."
The Player - 5/5

"Get a PS2, get a multi-tap and get TimeSplitters."
Station 2 - 92%

"This is easily one of, if not the best title so far on PS2."
Total Station - 91%



GET TOGETHER, SETTLE THE SCORE.

TIMESPLITTERS

PlayStation.2

www.timesplitters-ps2.com

FREE RADICAL

EIDOS
eidos.com

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READER TOP TEN GAMES

YOUR MOST WANTED

You just can't keep a good man down, so Snake bounces back. Rubbery.

1 METAL GEAR SOLID 2

- **DEVELOPER** Konami
- **GAME TYPE** Stealth Adventure
- **ON SALE** Early 2002

It's back on top again. Sate your Snake-lust this month – the demo's included with the short-but-sweet *Z.O.E*

www.konami.com

2 GRAND THEFT AUTO 3

- **DEVELOPER** DMA Design
- **GAME TYPE** Driving Adventure
- **ON SALE** TBC

The top two games both offer incredible amounts of interaction and freedom, and they're both completely amoral. Programmers, take note

www.dma-design.com

3 THE GETAWAY

- **DEVELOPER** Team Soho
- **GAME TYPE** Action Adventure
- **ON SALE** Late 2001

Picture-perfect driving around in Charlie Jolson's manor gets beaten to the number two spot by lunatic car-jackings and bazookas.

www.playstation.europe.com

4 DEVIL MAY CRY

- **DEVELOPER** Capcom
- **GAME TYPE** Action Thriller
- **ON SALE** Late 2001

"I loved the trailer," says Andy Hockney. Yep, so did we... "especially the bit where he shoots the bird-monster until it squirts everywhere." Steady on.

www.capcom.com

5 STAR WARS: STARFIGHTER

- **DEVELOPER** LucasArts
- **GAME TYPE** Tactical Shoot-em-up
- **ON SALE** April 2001

It might have looked fantastic on last month's DVD – but there's also a hidden two-player mode. We'll tell you more next issue...

www.lucasarts.com

6 GRAN TURISMO 3

- **DEVELOPER** Polyphony Digital
- **GAME TYPE** Driving Simulation
- **ON SALE** June 2001

Sadly, the delay means we'll end up spending the best days of the summer sitting indoors and marvelling at virtual sunlight. Still, swings and roundabouts, eh?

www.polyphonydigital.com

7 Z.O.E.

- **DEVELOPER** Konami
- **GAME TYPE** Mech Adventure
- **ON SALE** Now

Easily the best game about huge robots hitting each other on the PS2. Those kids might be irritating, but you still won't finish it without moist eyeballs

www.konami.com

8 WWF SMACKDOWN! 3

- **DEVELOPER** Yukes
- **GAME TYPE** Wrestling
- **ON SALE** TBC

"There has to be blood!" says reader Michael Lawrence in his extensive list of suggestions. Get help, Michael ..

www.thq.com

9 RED FACTION

- **DEVELOPER** Volition
- **GAME TYPE** First-person Shooter
- **ON SALE** May 2001

Complete physical deformation? Feel the earth move – literally – in THQ'S forthcoming FPS. But how's it going to measure up to *Half-Life*?

www.thq.com

10 FINAL FANTASY 10

- **DEVELOPER** Square
- **GAME TYPE** RPG
- **ON SALE** Late 2001

It's looking very promising. We got quite a few votes for number 11, too – the first episode that'll offer a true on-line experience.

www.playonline.com

LEAST WANTED: THE BOUNCER

- **DEVELOPER** Square
- **GAME TYPE** Fighting
- **ON SALE** Now

Our mail sack suddenly heaved with disgust after we told you it wasn't everything Square promised. It's OK, we got to you in time.

www.playonline.com

MAIL US NOW!

WITH YOUR MOST WANTED GAMES...

Don't have a pop at us, we're just letting you know what you're letting us know. If you can't see the game that you're desperate to play, then mail us. We can share it with everyone. **WWW.PSM2.CO.UK**

PSM2 MOST WANTED

THE TEN GAMES KEEPING THE PSM2 TEAM UP NIGHTS.

1 VIRTUA FIGHTER 4

✳ Because it's oddly calming to hit people while fish swim about behind you.

2 ISS PRO EVOLUTION

↑ *Winning Eleven 5*'s already robbed us of a freakish amount of our lives.

3 THE MATRIX

↑ Guns, kung-fu, running up walls – this could be incredible.

4 THE THING

✳ But will it have the bit where the doctor's doing the autopsy, and... eurgh.

5 WWF SMACKDOWN! 3

✳ Edge and Christian! The Hardyz! The Dudleys! Tables, ladders and chairs!

6 NBA STREET

✳ Basketball games aren't very good. EA Big has a flawless record... so far.

7 METAL GEAR SOLID 2

↓ We've played the demo to near-exhaustion – and now we want more

8 TONY HAWK'S 3

✳ Our resident skate punk assures us that it's going to be the greatest thing ever.

9 DEVIL MAY CRY

↓ A scarcity of info's destroyed our initial buzz, but we still love that trailer .

10 UNISON

✳ Yes, it's a dancing game – but it's got Naughty By Nature in it.

OUR LEAST WANTED

You can take your title and...

PORTAL RUNNER

The girl from Army Men. The words 'dead', 'horse' and 'flogging' spring to mind.

GET IN TOUCH

DEVELOPER CONTACTS

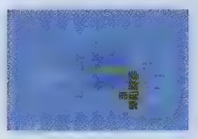
Game not working? Had this brilliant idea for a game where you play a gun-toting, wise-cracking camel? Time to tell the people that matter...

ACCLAIM ENTERTAINMENT
0207 344 5000
www.acclaim.com

CAPCOM EUROSOFT
0207 925 2526
www.capcom.com

ELECTRONIC ARTS
01932 450 000
www.ea.com

KONAMI EUROPE
01895 853 000
www.konami.com



TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames.com

ACTIVISION
01895 456 700
www.activision.com

CODEMASTERS
01926 814 132
www.codemasters.com

EMPIRE INTERACTIVE
0208 343 7337
www.empire.co.uk

MIDWAY GAMES
0207 938 4488
www.midway.com

THQ
01483 767 656
www.thq.com

ARGONAUT
0208 200 5777
www.argonaut.com

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

HAVAS INTERACTIVE
0118 920 9100
www.sierra-online.co.uk

SCi
020 7585 3308
www.sci.co.uk

UBI SOFT
0208 944 9000
www.ubisoft.co.uk

BASTION (for 3DO)
0207 490 323
www.bastion.co.uk

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive.com

INFOGRAMES
0208 222 9700
www.infogrames.com

SONY EUROPE
0207 533 1400
www.playstation.co.uk

VIRGIN INTERACTIVE
0207 551 4222
www.vie.co.uk

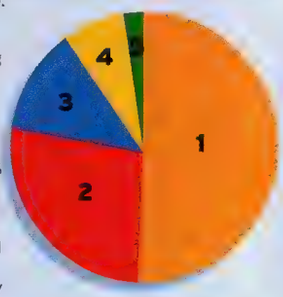
SPEAK YOUR BRAINS

THE PEOPLE'S CHOICE

Last month, we asked you what you thought about *Virtua Fighter 4* coming to the PS2. Clearly, most of the game-lovers out there have their heads screwed on right, and are happy to profit from Dreamcast's demise. *Tekken 4* might well give it a kicking, but the hardcore clearly have a place in their hearts for *Streets of Rage*.

Virtua Fighter 4

A quick rustle through our heaving backpack of mail bore some interesting results. What *do* you think of Sega's beat-em-up?



1 Love Sega, love *Virtua Fighter* and I'm a bit trembly excited. 52%
2 Love Sega, hate *Virtua Fighter* and wanted *Streets of Rage*. 26%
3 I hate Sega. 8%
4 *Virtua Fighter 4* will be crushed by the mighty *Tekken 4*. 13%
5 I don't care, when will *GI Jockey 2* get a UK release? 1%

AND FOR NEXT ISSUE...

De La Soul were right – three *is* the magic number. What's the most important trilogy-completing game for you?

WWF Smackdown! 3
Gran Turismo 3
Bloody Roar 3
Tony Hawk's Pro Skater 3
Syphon Filter 3
Thief 3

INCOMING!

Quake 3 Revolution pounces from the woodwork for an April release with *Unreal Tournament* moving back to meet it head-on.

April 2001

Hidden Invasion	Virgin/Interplay	
NBA Street	Electronic Arts	
Quake 3 Revolution	Electronic Arts	
Tiger Woods PGA Tour 2001	Electronic Arts	
Crazy Taxi	Acclaim	
Legacy of Kain: Soul Reaver 2	Eidos Interactive	
Unreal Tournament	Infogrames	
Warriors Of Might & Magic	3DO	
Army Men: Sarge's Heroes 2	3DO	
Heroes Of Might & Magic	3DO	
Army Men: Green Rogue	3DO	
Summoner	THQ	
Kuri Kuri Mix	Empire	
Jungle Book	Ubi Soft	
Kengo	Ubi Soft	
MDK2 Armageddon	Virgin/Interplay	
Sppneed	Virgin/Interplay	
Star Wars: Starfighter	Activision	
Gun Griffon Blaze	Virgin/Interplay	
Sky Surfer	Virgin/Interplay	
Sky Odyssey	SCEE	

May 2001

Rumble Racing	Electronic Arts	
Army Men: Air Attack 2	3DO	
ESPN National Hockey Night	Konami	
Ring of Red	Konami	
7 Blades	Konami	
Red Faction	THQ	
Conflict Zone	Ubi Soft	
Tokyo Highway Challenge 2	Ubi Soft	
Super Bombad Racing	Activision	
Gift	Cryo	
Bloody Roar 3	Virgin/Interplay	
MTV Music Generator 2001	Codemasters	

June 2001

UEFA Challenge	Infogrames	
Portal Runner	3DO	
WWF: War Jeff	3DO	
Gauntlet: Dark Legacy	Midway	
Evil Twin	Ubi Soft	
Dukes of Hazzard 2	Ubi Soft	
Operation Winback	Midas Interactive	
Paris-Dakar Rally	Acclaim	
World Championship Snooker	Codemasters	
Gran Turismo 3	SCEE	
Extermination	SCEE	

July/August 2001

Commandos 2	Eidos Interactive	
Wacky Races	Infogrames	
Ephemeral Fantasia	Konami	
Goemon Action RPG	Konami	
Onimusha Warlords	Capcom	
Shadow Man 2	Acclaim	
Evil Dead: Hail to the King	THQ	
Robocop	Titus	
Roadsters 2	Titus	
Lotus Extreme Challenge	Virgin/Interplay	

Late 2001

Project Eden	Eidos Interactive	
Alone in the Dark	Infogrames	
WTA World Tour Tennis	Konami	
ISS Pro Evolution	Konami	
C.A.R.T. Fury	Midway	
Arctic Thunder	Midway	
Spy Hunter	Midway	
Legion	Midway	
Run Like Hell	Virgin/Interplay	
Tarzan	Ubi Soft	
Rally Circuits	Rage	
Pure Ride 2	THQ	
CMX 2002	THQ	
Tetris	THQ	
World Rally Championship	SCEE	
WipEout Fusion	SCEE	
Dark Cloud	SCEE	
The Getaway	SCEE	
Dropship	SCEE	
Final Fantasy 10	Square	
360 Challenge	Acclaim	
Gunslinger	Activision	
Kelly Slaters Pro Surfer	Activision	
Matt Hoffmans Pro BMX	Activision	
Shawn Palmers Pro Cross	Activision	
Star Wars On-line	Activision	
Super Car Street Challenge	Activision	
Tony Hawks Pro Skater 3	Activision	
World Sports Car	Empire	
Ghostmaster	Empire	
VIP	Ubi Soft	
Jacques Villeneuve	Ubi Soft	
Road to Eldorado	Ubi Soft	
Suzuki 2	Ubi Soft	
Speed Devils 2	Ubi Soft	
Eternal Blade	Mattel Interactive	
Klonoa 2	Namco	
7: The Cavalry of Mohnorth	Namco	
Mega Man Legends 2	Capcom	
Devil May Cry	Capcom	
Baldurs Gate: Dark Alliance	Virgin/Interplay	
US Navy Force	Jaleco	
Titanium Angels	SCi	
Thunderbirds	SCi	
The Italian Job	SCi	

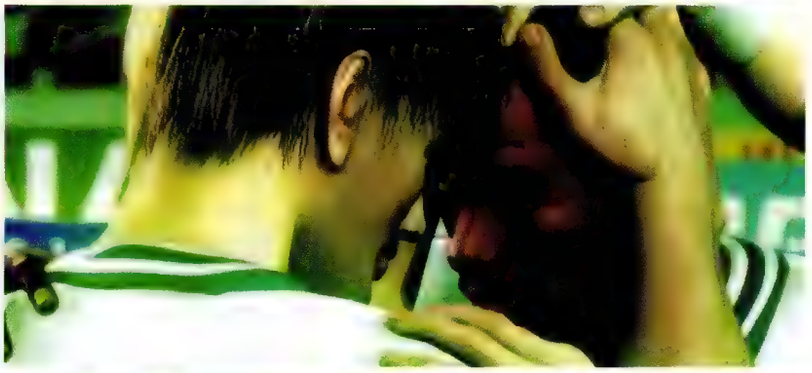
To Be Confirmed/2002

Final Fantasy 11	Square	
The World is Not Enough	Electronic Arts	
Herdy Gerdy	Eidos Interactive	
Stuntman	Infogrames	
Superman	Infogrames	
Le Femme Nikita	Infogrames	
Moto Mayhem	Infogrames	
Le Mans 24 Hours	Infogrames	
Age of Empires 2	Konami	
Formula One World Grand Prix	Konami	
Silent Hill 2	Konami	
Jurassic Park 3	Konami	
Crash Bandicoot	Konami	
Metal Gear Solid 2	Konami	
The Thing	Konami	
Tour De France	Konami	
Suikoden 3	Konami	
ISS 2002	Konami	
Resident Evil 4	Capcom	
Code: Veronica Complete	Capcom	
Smackdown! 3	THQ	
Scooby Doo	THQ	
Starsky and Hutch	Empire	
Tomb Raider Next Gen	Eidos	
The Matrix	Virgin/Interplay	
LMA Manager	Codemasters	
Half-Life	Havas	
No One Lives Forever	Fox Interactive	
Aliens: Colonial Marines	Fox Interactive	
Spider-Man 2	Activision	

This list correct – to the best of PSM2's knowledge – as this issue went to press.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



WINNING ELEVEN 5

JAPANESE ISS

All the cut-scenes and in-game action featured here and on our DVD are taken from *Winning Eleven 5* – the title of *ISS Pro Evolution* in Japan.

EXPECTED UK / OCTOBER

ISS PRO EVOLUTION

Don't be confused, this is 'proper' *ISS* – a spanking new version of the KCET classic with heavenly gameplay and graphical brilliance!

IT'S HIM OFF THE TELLY

Whether you care about football or not, there're certain players you can't help but recognise. Take David Beckham's leering mug, Zinedine Zidane's eerie bald spot or Edgar Davids 'medical' cool-dude shades. Watch out for all six-foot-eight of the Czech Republic's Jan Koller. He'll win all the headers.

BATTY SHOOTER: Argentina's hotshot striker celebrates by shouting. A lot.

GOD SAVE THE SCREEN: The pre-match anthems aren't authentic but really set the mood.

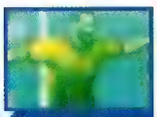
MATCH OF THE DAY

The power of PS2 has allowed developer's KCET to focus on *ISS*'s traditional deficiency – the big game atmosphere. The excitable crowd let off smoke-belching fireworks as the team stride purposely onto the turf. The individual players act differently as the camera focuses on their pre-match activities – some look nervous, glaring at their feet, while others raise their noggins to the sky and belt out their anthems. The game is full of equally impressive incidental details. Defenders even raise their arms to claim an offside, and gesticulate wildly when a player's taken a dive.

SAMBA-CAM: See how the TV and press crowd the tunnels as the players emerge.

PUT THE BOOT IN: From the shirt ripples to the stripes on the boots, everything's perfect.

LATIN FLARE: The stadium floodlights cause blinding lens flare as the Argies score again.



INFO
- **DEVELOPER** KCET
- **PUBLISHER** Konami
- **GAME TYPE** Football
- **COMPLETE** 80 percent

ANTICIPATED FEATURES
- Eight player simultaneous action.
- A full roster of international teams plus a selection of the World's premier club teams.
- Fully customisable League, Cup and Master League options, plus a Training mode.
- Player Edit mode allows you to create budding Maradonas.

Didn't take a genius to see this coming, did it? Konami have taken the eye-watering realism of *ISS Pro Evolution*, polished the already sublime gameplay and added some spanky PS2 visuals to create the best footy game ever. Well, that's the theory, but have these talented players *really* been blended into a winning team? In the words of Radio 5 Live's Alan Green, and a chorus of excitable Brazillian commentators, yes, YES... YEEES. This is the best football game ever. And it's going to be even *better* when it hits the UK.

FEVER PITCH: The stadiums are loosely based on real-life grounds like The Arse's Highbury.

The gameplay will feel comfortable to fans of the PSone game, yet instantly beguiling for newcomers. Goals are equally difficult to come by, and as rewarding as ever. If you play the right formation, it's possible to squeeze people out of a game, like in George Graham's boring, but effective, Arsenal heyday. That said, the new animations and improved close controls make it even easier to beat players with dribble kings like Joe Cole. Make no mistake, sublime skill will be rewarded with champagne football.

Finally, the *ISS* games are reaching a level where they can compete with the all-conquering, but limited, *FIFA* series. So just pop up your feet and gawp at PSM2's exclusive DVD footage. Those stadiums, the high impact tackles, the replays... it's real, isn't it? And know that, contrary to established wisdom, the game plays better than it looks. Result. **PSM2**

The game will undergo major translation work and some subtle gameplay tweaks before its planned October release. Be excited.

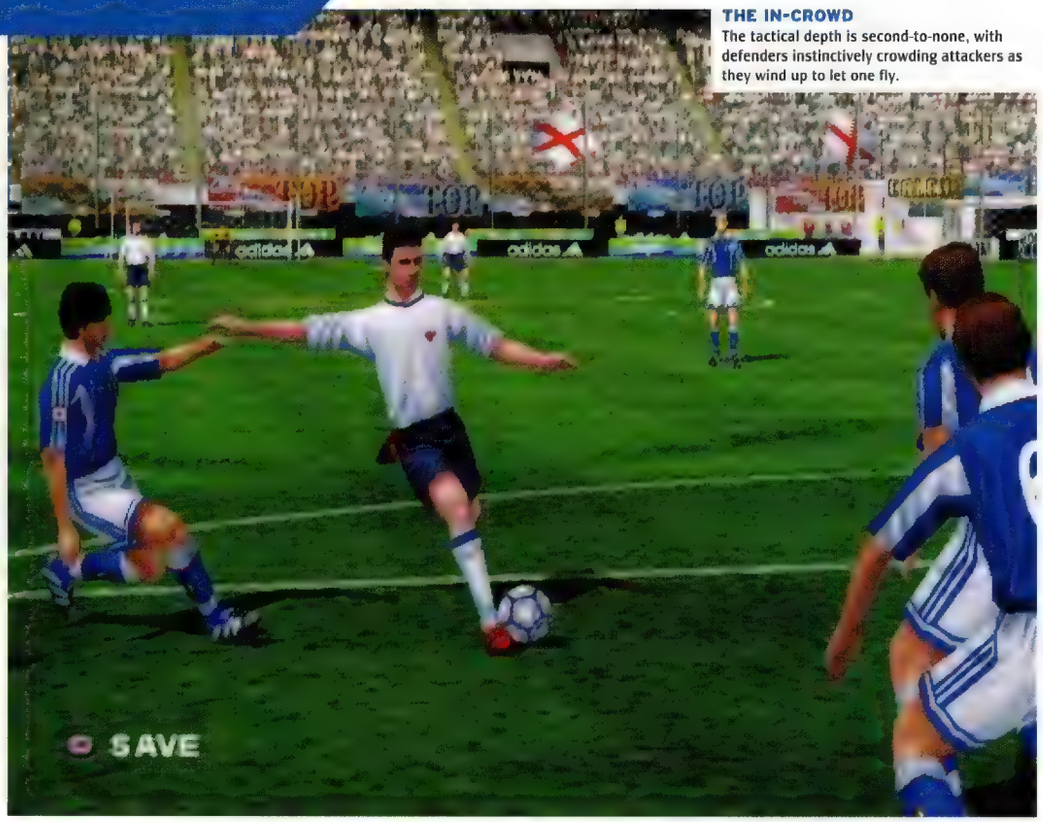
EAT MY GOAL! The goal celebrations are wilder and more varied than ever.

TURN OVER FOR MORE ISS PRO EVO

THE MOST BEAUTIFUL GAME

There've been some subtle adjustments to the gameplay system. The big change is that there are now two run buttons: a full-pelt and mid-sprint option. What this means is that you can change pace mid-stride to out-fox a defender. Similarly, you can twist and turn more sharply with players like Zidane without resorting to walking. The one-two system has had a slight overhaul. You need to tap the ⊗ button again to play the return pass – ideal if you want to delay while a player makes a run into space. It's also possible to change to a chip return ball mid one-two. The general feel is a shade looser and a touch more tricky, though not enough to upset the perfect gameplay balance.

CLOSE CONTROL: The mid-run feature allows you to twist past players at pace.



THE IN-CROWD
The tactical depth is second-to-none, with defenders instinctively crowding attackers as they wind up to let one fly.

HANDS ON: Use the lob button to send a throw past the marker into space.

HANDS UP: Players cheekily protest their innocence after flattening someone.

FREE TO GO: The dead ball system remains unchanged from PSone's *Pro Evo 2*.

ONE-SIDED AFFAIR: A Training option lets you hone your skills without opposition.

DAVID SEE-NONE: The shooting feels as instinctive as ever, much to Seaman's anger.

THE PUNISHER: The refereeing's authentic, with strict rules, but the occasional error.

DUTCH CLOGS: The nudge tackle requires great timing to avoid a foul.

PSM2 GUT REACTION

We're playing *Winning Eleven 5*, the Japanese version of *ISS Pro Evo* so furiously, our eyes are drier than cream crackers. The incredible, intuitive gameplay offers near limitless scope. Each day, we discover a cheeky new set of tricks and are consistently blown away by the incidental touches. You could argue that *ISS Pro Evo* is too similar to its PSone forbearer, but considering *that* title's immaculate heritage, you can forgive Konami for playing it safe. At this early stage, PS2 *ISS Pro Evo* is a game that no footy fan should live without. Even those who normally ignore football games, shouldn't deny themselves the finest, most exciting, slice of multi-player action available. It really is like watching tiny men play football on your TV, and the gripping matches we've been thrashing out in the office have attracted crowds so big that we've made a killing on pasties and Bovril.

+ Unnervingly realistic gameplay with graphics to match.
- Still *ISS* at heart.

TEAM TALK

PSM2 was granted an exclusive audience with developer's KCET, in their first ever European interview. Choking back the tears of admiration, we uncovered some burning details about the new PS2 version, and the exciting on-line future of *ISS*.

Kosuke 'Paco' Soeda: *Sound Designer*
Shingo Takatsuka: *Producer*
Naoya Hatsumi: *Chief Designer*
Shinji Enomoto: *Senior Corporate Officer*

KCET: Handy.

PSM2: What does the PS2 version do that we haven't seen before?

KCET: We've taken the detail to the next level and really focused on the player animations. We'd reached a barrier with the PSone games, but now we're able to introduce a far more sophisticated game in look and feel. The gameplay, strategy and movement is all improved – just look at the player's level of intelligence. Using the new mid-run option, it's possible to replicate the dribbling magic of players like Ryan Giggs. Once you've played the PS2 version, you won't want to go back.

PSM2: Are the team excited about the on-line future of PS2?

KCET: We have a dream of simultaneous 20 player on-line football matches, but until Sony's broadband strategy becomes clear, we can't tell if this is possible.

PSM2: Will it be possible to map your own face into future versions of ISS?

KCET: Yes, but... maybe. But we'll have to look into the technology first, we're still experimenting.

PSM2: How will the European version be improved?

KCET: The commentary will change, however, but we're hoping to incorporate some feedback from the Japanese version of the game.

PSM2: How do you feel about rival *ISS* programmers KCEO, responsible for the first PS2 game?

KCET: Well, they made the first ever ISS game, but we think ours compares quite favourably (smirks). If we pass them in the Konami building we'll say hi, maybe give them a present.

PSM2: Are you jealous of the commercial success of the *FIFA* games?

KCET: The motion is very sharp in the FIFA games, and the commentary is good, but we find it a little boring. We're all huge football fans and we think that comes across in our games. The FIFpro licence has allowed us to use real player names and likenesses in *ISS*, which makes a difference. PSM2

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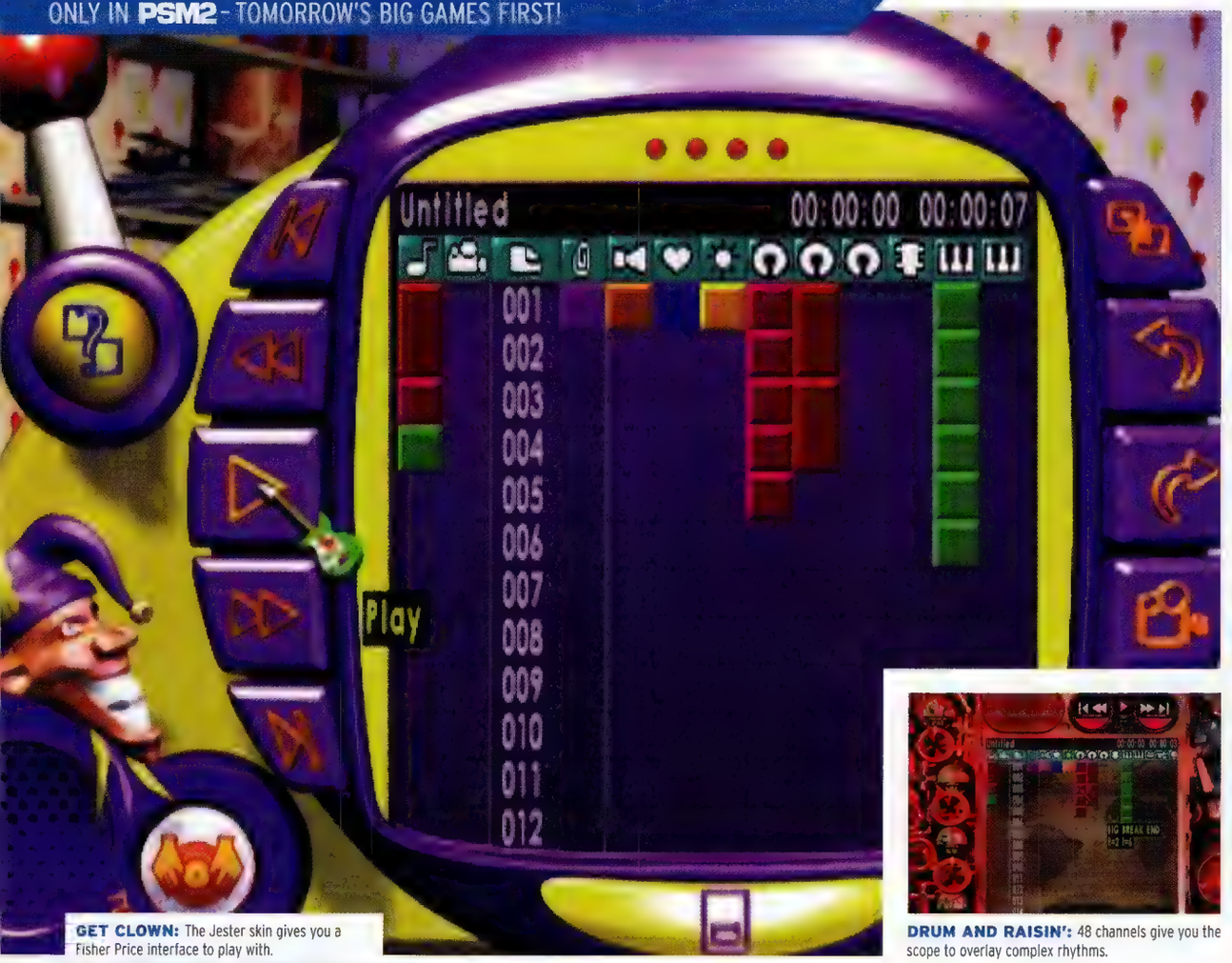
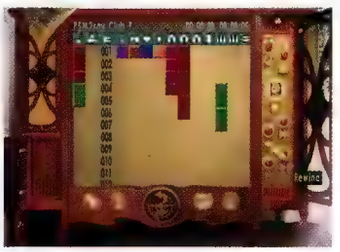


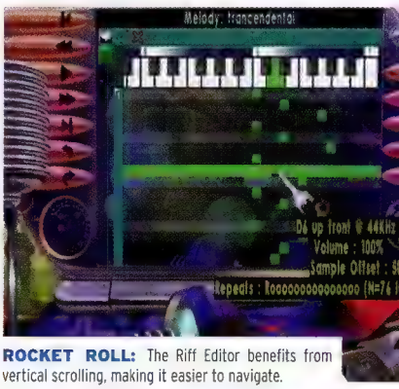
GET CLOWN: The Jester skin gives you a Fisher Price interface to play with.



SWEET GENE VINTAGE: Break out the skiffle riffs for some retro jamming.

BASS OFF: The new version features a vastly increased sound library.

DRUM AND RAISIN': 48 channels give you the scope to overlay complex rhythms.



ROCKET ROLL: The Riff Editor benefits from vertical scrolling, making it easier to navigate.

EXPECTED UK MAY

MTV MUSIC GENERATOR 2

We've got into it, thanked it and now we're going to create it. Codemasters' awesome new tune-builder makes music sound better with you...

Spurned by Nigel Lythgoe? Well cheer up, because Jester Interactive's music generation game is your back door entrance to the world of pop. *MTV Music Generator 2* contains over 9,000 samples of bass, percussion and vocals from diverse genres such as Indie and Trance. With five minutes practice, it's possible to create a radio-friendly tune, or indulge yourself with a fusion of thrash guitars and dolphin noises.

Fans of the PSone 'game' will find themselves on familiar turf, though the old features have received a lick of user-friendly polish. There's a huge library of sound samples with which to build your tune, which can be downloaded to the main desktop screen for easy access. With the simple copy and paste features, you can string together riffs to form the belly of your song.

Naturally, there's a host of advanced features. You can alter the song note-by-note using the Riff Editor, or add complicated filter and reverb effects. These new, advanced features transform *MTV Music Generator 2* from a novelty product into a full scale music building tool. Add an endorsement by legendary US house DJ David Morales, and you're looking at the most fun you can have with coloured blocks this side of *Tetris*. **PSM2**

Budding Daft Punks should check out Music 2 on our DVD...

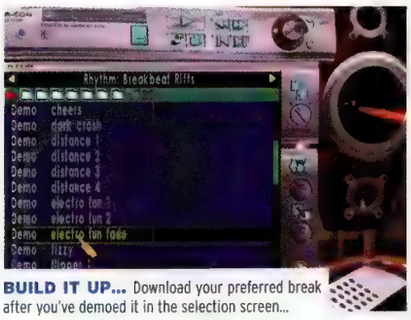
CANED AND LABEL: Do things properly by giving your opus a suitably daft name.

INFO
- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**
- **COMPLETE**

ANTICIPATED FEATURES
- Eight desktop skins.
- 48 channel songs allowing you to blend sound elements from areas such as House and Rock.
- Eight Music genres – Garage, Hip-Hop, House, Indie, Pop, R&B, Rock and Trance.
- High speed sample downloads – three times quicker to produce songs than on PSone.
- Huge library of sound distortion effects – filtering, mixing, reverb, echo and BPM control.
- Real-time 3D video generation with tweakable lighting, camera and shape effects.

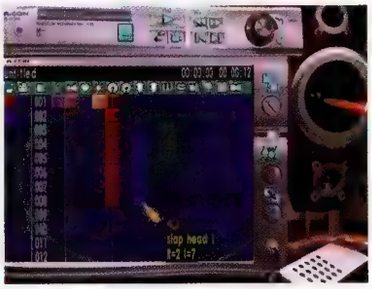
BUILD THAT TUNE IN ONE

It isn't difficult to pen a killer tune. Starting with your beats, you can layer on additional melodies and vocals to create a deep harmonising effect. The developers went to great lengths to record the individual vocal and instrumental sections as smaller chunks of a complete song – so the pieces can be slotted together to create a concerted whole. It's even possible to recreate classic tunes like Jan Hammer's *Crockett's Theme*, if you've got a copy of the sheet music. Jester Interactive recorded every chord around the major and minor musical scales to make this happen. Finally, *Miami Vice* with a disco chorus.



BUILD IT UP... Download your preferred break after you've demoed it in the selection screen...

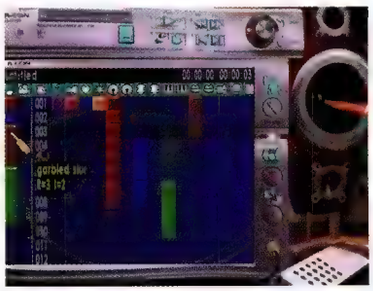
...TEAR IT DOWN: ...then slap down the first eight bars of your potential platinum seller...



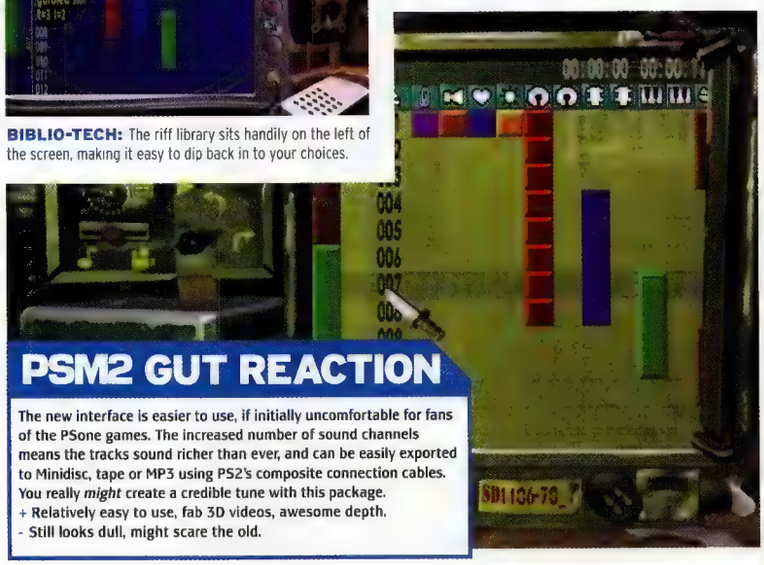
BOTTOM END: ... a funky bass run drops into the mix, and you're starting to nod your head.

TIMELESS MELODY: Melodies veer from the funky to the ludicrous. Be as outrageous as you want...

LIP SERVICE: ...give your intro some blinding impact. Don't forget the hooks, maaaan.



BIBLIO-TECH: The riff library sits handily on the left of the screen, making it easy to dip back in to your choices.



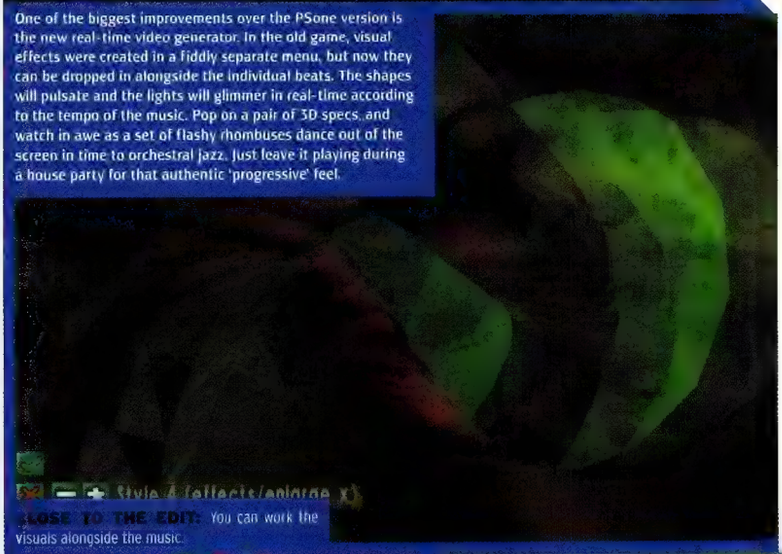
PSM2 GUT REACTION

The new interface is easier to use, if initially uncomfortable for fans of the PSone games. The increased number of sound channels means the tracks sound richer than ever, and can be easily exported to Minidisc, tape or MP3 using PS2's composite connection cables. You really *might* create a credible tune with this package.

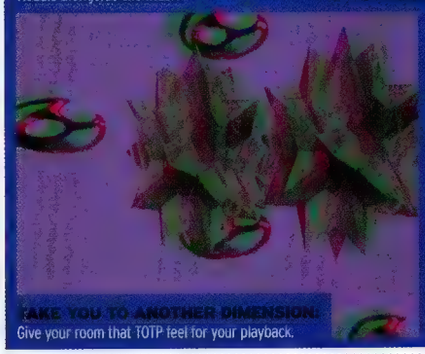
+ Relatively easy to use, fab 3D videos, awesome depth.
- Still looks dull, might scare the old.

VIDEO VISION

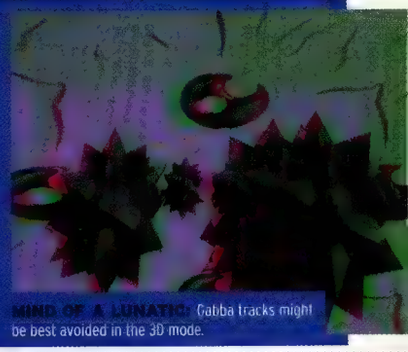
One of the biggest improvements over the PSone version is the new real-time video generator. In the old game, visual effects were created in a fiddly separate menu, but now they can be dropped in alongside the individual beats. The shapes will pulsate and the lights will glimmer in real-time according to the tempo of the music. Pop on a pair of 3D specs, and watch in awe as a set of flashy rhombuses dance out of the screen in time to orchestral jazz. Just leave it playing during a house party for that authentic 'progressive' feel.



CLOSE TO THE EDIT: You can work the visuals alongside the music.



TAKE YOU TO ANOTHER DIMENSION: Give your room that TOTP feel for your playback.



MIND OF A LUNATIC: Gabba tracks might be best avoided in the 3D mode.

PS2 24 7 3DO

In a post-apocalyptic world this is all the tanks you get.

"The following is a presentation of the World Destruction League Network, the leader in global mayhem... WDL presents Friday Night Thunder Tanks! Where every night's a fight for survival.

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Climb aboard your post-apocalyptic tank and twist some metal.

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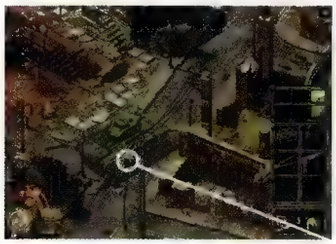
WDL THUNDER TANKS

Mayhem for the masses. Play your part

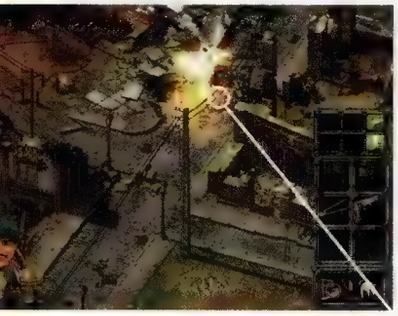
PlayStation.2 3DO

PANZA PEOPLE

There's a small fleet of enemy vehicles set on crushing your bones beneath their fat metallic tracks. But a crafty combination of well laid explosives and covering fire can turn even the hardest tanks into smoking scrap. Such is the subtly of the *Commandos* interface.



STEADY ON GINGER: The road's been rigged and the Nazis have no idea you're there.



COBBLE NOBBLED: Bang goes the tank while the local goons try and figure out what just happened.

YOUR GOOD STEALTH: The detailed scenery provides plenty of hiding places...

EXPECTED UK JUNE 2001

COMMANDOS 2

Achtung baby! Pyro Studios' sequel to their smash World War 2 PC action-strategy experience hits our console this summer. We reckon it's going to blow you away...

With titles like Death Patrol and Ghost Tiger, Commando Comics – first published back in 1961 – launched a generation into a nocturnal world of Sten Guns, boot polished faces and stick grenades. And it's hard to believe that the odd copy of Johnny Boomerang wasn't kicking around the office when Pyro first developed their WW2 action title. With the PC perfection of the original *Commandos* racking up an amazing one million sales worldwide – plus the obvious success of *Medal of Honor* proving that console gamers were gagging to take on the Hun – it was somewhat inevitable that Pyro should take their action-strategy sequel onto PS2.

With three new theatres of operation taking in the sights of Asia, the Arctic and North America, there's plenty of variation in the scenes you'll battle across, plus the inclusion of new weapons and vehicles ensure that the character animations will be even more complex than those of the original.

But the innovation that's really floating our rubber dinghy is the fact that your commandos' movements will now be governed by the Analogue controls. As Pyro's CEO, Ignacio Perez, says: "This enables the players to have a greater level of identification with their characters than in the PC version." So, it's goodbye to distanced orders via the old point 'n' click, and hello to a world of circular strafing.

Another feature is the improved enemy AI – they rely on at least three of their five senses when trying to locate you. Not only can they just see their targets, they can also hear and even smell your presence as well – clean socks as standard issue then.

We've also been impressed with the fact that interiors of buildings and vehicles are open for exploration, as well as how smoothly the action flows from one environment to another. Pull the pin and lob in a multi-player that allows you to play in both Deathmatch and Co-operative scenarios and you're looking into the balaclaved eyes of a potential hit. **PSM2**

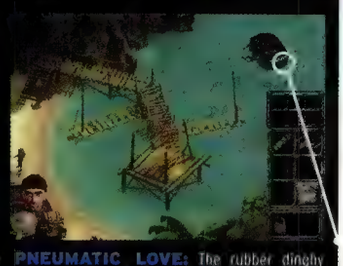
We'll be going commando next issue, as the incredibly cagey Pyro give us a taste of their code...

JUNGLE GYM

The levels set in Asia give your boys the opportunity to dress in their floral best and indulge in a bit of jungle warfare. Expect a tiger's share of belly crawling, sniping and surprise attacks before you finally complete your current objective.

GRIPPING HANDS: Vertical cliff faces are no longer impassible as your lads can climb with the best of 'em.

IT'S SABOTAGE: Gun emplacements litter the jungle, all waiting for a sneaky dose of TNT wreckage.



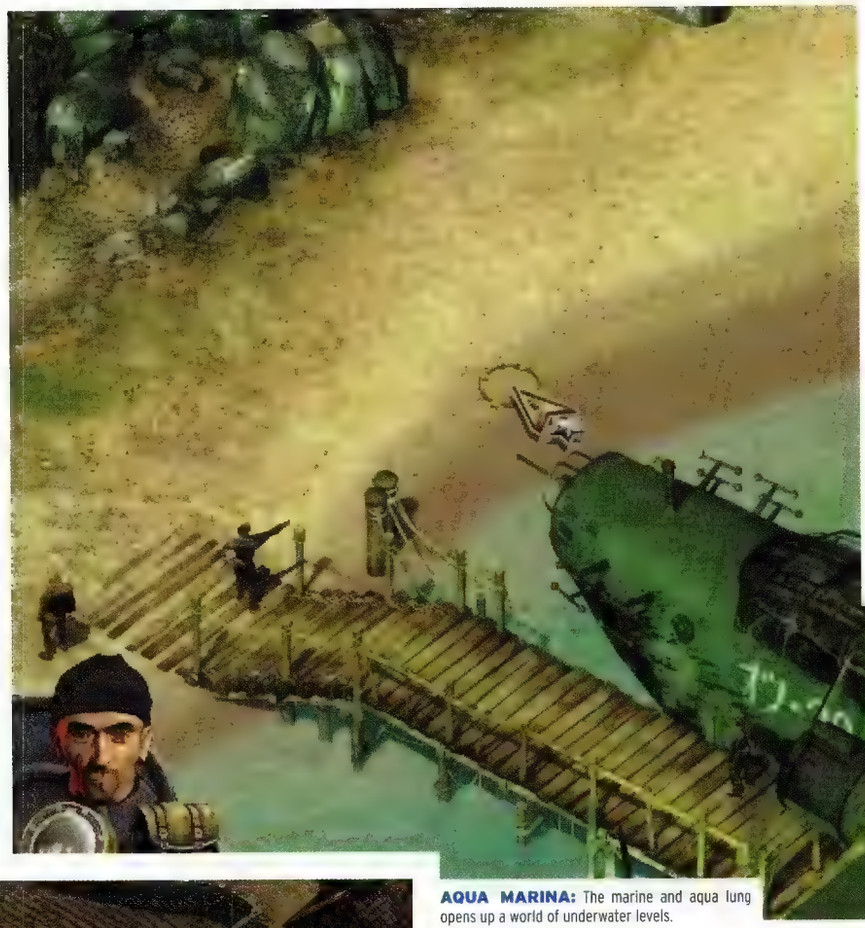
PNEUMATIC LOVE: The rubber dinghy makes a welcomed return.

INFO

- **DEVELOPER** Pyro Studios
- **PUBLISHER** Eidos
- **GAME TYPE** Action/Strategy
- **COMPLETE** 90 percent

ANTICIPATED FEATURES

- A completely revised 3D engine that now allows you to rotate the game maps to achieve the best perspective.
- As well as your standard issue selection of nutters with boot knives, you'll also get to play as Lupin – a thief, Natasha – a seductress and Whiskey – a dog.
- The game is set to provide a fleet of drivable vehicles to trundle around in including the Willys jeep, Panzer Mk3 and Mercedes L3000 truck.



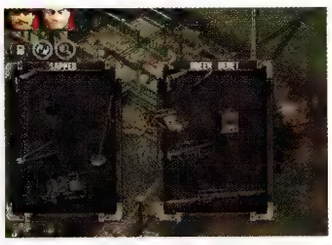
INSIDE, OUTSIDE, LEAVE ME ALONE!

You're no longer limited to the big wide open in *Commandos 2* as some vehicles are large enough to allow you to venture inside. A simple addition but the changes in tactical thinking and strategy are radical.

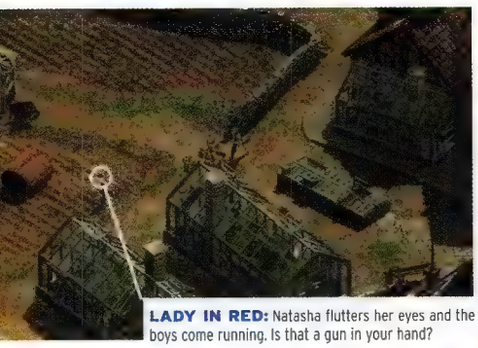
ICE STATION ZEBRA: Still no confirmation that we'll see the inside of the sub, but we can but hope.

AIR-CRAFTY: Dealing with assailants in the cramped confines of a plane requires some specialist thinking.

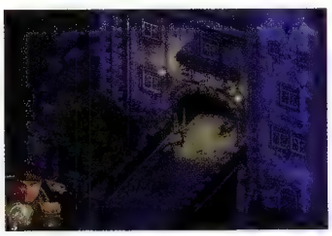
HEAD BOY: The sniper takes up position after passing through the interior of the building below.



TOOLS OF DESTRUCTION: With kit bags like this you know there's a lot of destructible scenery out there.



LADY IN RED: Natasha flutters her eyes and the boys come running. Is that a gun in your hand?



NIGHT CRAWLER: The nocturnal levels require you to take a stealthy approach to the action.

TOUCHING CLOTH: That is as your green beret skips absolution and legs it from the enemy.

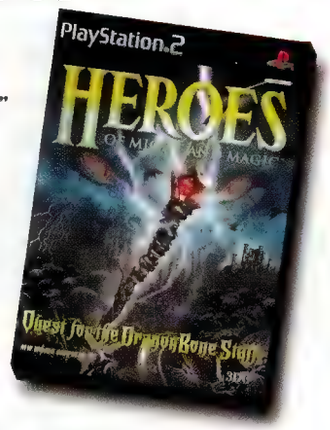
PSM2 GUT REACTION

Nothing but good reviews for the original PC game, with the sequel heading to PS2 sporting a lovely new engine and a bringing a fistful of innovations to the gameplay. Even at this early stage we think we're looking at a chart topper as far as action-strategy titles are concerned.

+ Beautiful to look at and should play with equal sweetness.
- The small, isometric 2D graphics might not be well received by some.

PS2 • 24 • 7 • 3DO

Find the Staff or the King dies.



"Find the ancient DragonBone Staff" ...the last words uttered by King Argus III before he spiralled into a coma. Malazak the Assassin has poisoned the King, and only by finding and assembling the pieces of a shattered map and capturing a host of Malazak's associates can you hope to find the DragonBone Staff.

This powerful ancient artefact must be retrieved from deep within the evil domain of the realm. Without it, the King is sure to die and the wicked and evil Malazak will conquer all.

The award winning Heroes of Might and Magic series now available on the PlayStation 2.

IN STORE APRIL 2001!

HEROES OF MIGHT AND MAGIC
Quest for the DragonBone Staff

Find the staff.
Play your part.

PlayStation.2 3DO

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OOO GET YOU: Boss Nass slips a few places on the podrace course and starts ranting.

GIVE ME LAND, LOTS OF LAND...

The world that George made has been vividly realised throughout the tracks of *Super Bombad*. From the swamps of Naboo to the skyscrapers of Coruscant, it's all there just waiting for you to explore.

CAPITAL OFFENSIVE: Coruscant's wide streets give you numerous opportunities to take opponents.

DROID CONTROL TO MAJOR TOM: Even the Trade Federation's command ship isn't sacred.

SPARE US THE CUTTER: Hit your boost at the right time and loads of alternate routes can be found.

FOG HORN: We don't think so. If there's one thing that turns us off it's the cloudy swamps of Naboo.

EXPECTED UK MAY

STAR WARS: SUPER BOMBAD RACING

Ever thought Jar Jar Binks would look good on the business end of an Exocet? Well, here's your chance to bring those dark dreams to life...

Forget trumpet fanfares, edge-of-the-seat special effects rattling your brain and 101 interviews with Smiling George Lucas – this is Star Wars after a week on the gaga juice. Midget ships, cute characters with bulbous heads and a bevy of comedy power-ups that'll leave your fellow karters using their controllers like medieval maces. Yep, this is the Star Wars universe with a serious injection of FUN.

Head honcho of the art team behind the game is one Francis Hsu, who – as a self-proclaimed *Mario Kart* diehard – has plastered the styling of Shigeru Miyamoto all over this title. And, although all karters ultimately suffer from comparisons to the might of the N64 best seller, *Bombad* is still looking pretty impressive even at this early stage.

The levels are all extremely detailed in a cartoon kind of way with a wide selection of background animations adding to the hazards of the track. Drive in the middle of a Tatooine canyon and Jawas will zap you with their shrinking rays. Scoot below the waves of Otho Gunga and the huge fish from Episode One do their best to bite you in half. All miner elements in themselves, but they certainly add up to a big old pile of depth when you realise that every level is literally sprayed with moments like this.

It's not all joy and land speeder goodness in that galaxy far, far away, though. Enemy AI still needs a crank with the sonic wrench, as the other racers occasionally get caught up in the scenery or block your path immediately after you've zapped them. The pack can also get stretched out at times making for a lonely ride to the chequered flag with little opportunity to test out all those lovely weapons. So a couple of concerns beckoning the game over to the dark side, but we've been assured by Activision that these elements – along with the hesitant frame-rate of the multi-player mode – will be addressed well before the game goes on sale.

Star Wars? Married to a game modelled on *Mario Kart*? Can you feel those adrenal gland starting to twinge in bladder-tickling expectation? We can... oh yes. **PSM2**

Expect a full review in issue #09 of this awesome magazine.

INFO
- **DEVELOPER** LucasArts
- **PUBLISHER** Activision
- **GAME TYPE** Kart Racing
- **COMPLETE** 85 percent

ANTICIPATED FEATURES
- Nine basic tracks to pelt around with four head-to-head arenas and the promise of bonus unlockable tracks.
- Over six weapons and power-ups to get nasty with – including boosts, hyperspace jumps, photon bursts, inversion rays, mines and grappling hooks.
- The initial cast is made up of Anakin Skywalker, Jar Jar Binks, Queen Amidala, Darth Maul, Boss Nass, Obi-wan, Yoda and, finally, Sebulba.

NEED FOR THEED: Capital city of Naboo, Theed's waterfalls allow for some impressive jumps.

WHAT'S FOR DESERT? Tatooine's come with sand storms and skeletal corpses as standard.

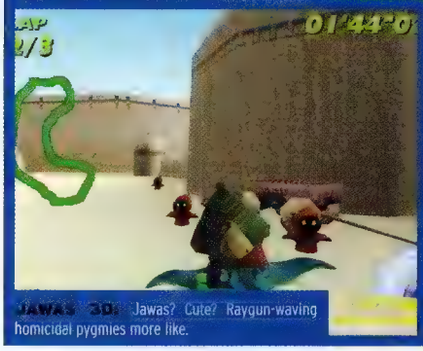
STAR WARS: SUPER BOMBAD RACING

"THIS IS STAR WARS AFTER A WEEK ON THE GAGA JUICE"

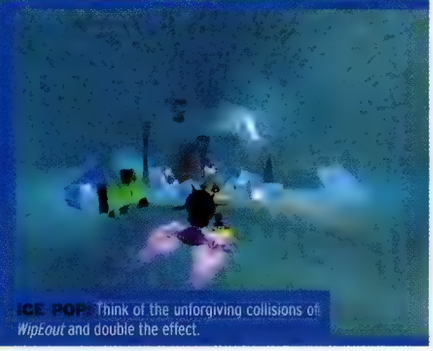
TRACK ATTACK

As well as doing your best to dodge the frantic assaults of your fellow racers, you also get it in the neck from the locals. Jawas, Trade Federation droids, gigantic fish... they all do their best to scupper you plans of coming in first.

MONSTER MASH: The Queen prepares to dodge between the legs of this imposing beastie.



JAWAS 3D: Jawas? Cute? Raygun-waving homicidal pygmies more like.

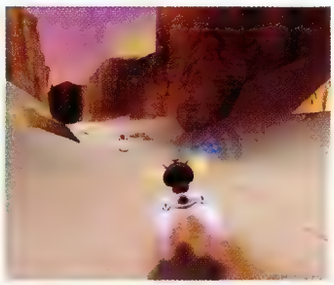


ICE POP: Think of the unforgiving collisions of *WipEout* and double the effect.

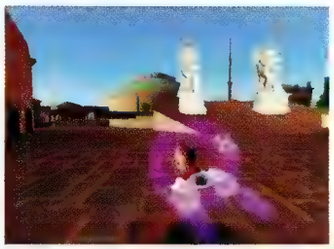
POWER ME UP, LANDLORD...

If you want to take the lead and keep it, there's one thing you've got to do. Play dirty. Use long-range attacks like missiles and grapple hooks as you move up the field, then drop anything you can that'll knacker those clustered behind. There's even the tried-and-tested inclusion of a control inversion for the multi-player game, guaranteed to send you mates into howls of rage.

ELECTRIC FRY UP: Sebulba gets 2000 volts up the jacksie despite a valiant evasive manoeuvre.



TAIL PIPING: Queenie demonstrates that you've got to be a sharpshooter to make missiles count.



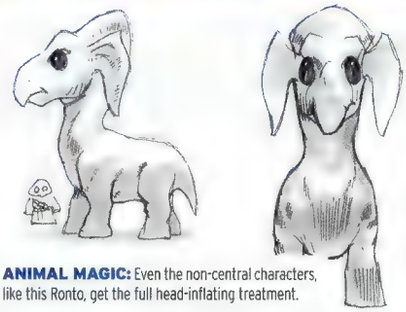
DEFENDER: Your shield does take some of the sting out of attacks, but it doesn't appear rechargeable.

KILLER QUEEN: Amidala out-distances Sebulba and beats him to the missile pick-up.

GRAPPLEFEST: Hook this baby onto someone in front of you and they're on a one way ticket to the back.

LIFE, BUT NOT AS WE KNOW IT...

Francis Hsu and his crack team of artists have been wearing out their biros to come up with the full gambit of Star Wars characters all graced with that necessary touch of cuteness. Forget about the detailed mechanics of *Starfighter*, this collection of critters come straight from the Tex Avery school of oddity.



ANIMAL MAGIC: Even the non-central characters, like this Ronto, get the full head-inflating treatment.

CARTOON CARNAGE: Early weapons sketches - note the jammer, steal and oil slick pick-ups.

PSM2 GUT REACTION

There's a great big hole where PS2's karting titles should be with only the decidedly average *RC Revenge Pro* rattling around in the void. As such, LucasArts could release a game involving Ewan McGregor and a peddle car and still clean up. Thankfully, *Bombad* appears to be the kind of game that'll defend the top slot for some time to come.

+ Slapstick gameplay with a healthy dose of multi-player rivalry.
- May ultimately fall foul of the obvious comparisons with *Mario Kart*.

PS2 • 24 • 7 • 3DO

20% SARGE, 30% CAPTAIN 100% CARNAGE

Green Army scientists have cunningly extracted the genetic material from Sarge and his heroes and combined it to create a biotechnologically advanced 'super soldier' named Omega Soldier.

A new gaming style combined with a high tech theme and new technological developments have produced an arcade-style shooter where Omega Soldier aims to defeat the entire tan army once and for all. Single-handedly.

But is it in the genes?

IN STORE APRIL 2001!

ARMY MEN GREEN ROGUE

REAL COMBAT. PLASTIC MEN.™ PLAY YOUR PART

PlayStation.2 3DO

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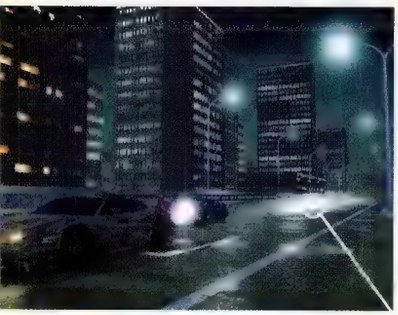
SLIPPERY WHEN WET

You've already marvelled at the blinding sun-glare – now look at the way the city lights reflect off the puddles in the wet stages. Of course, rain'll affect your performance, but there'll be no OTT slippy-slidiness – just a subtle, yet noticeable, difference in handling.

CHARLIE SHEEN: The headlights catch the wet tarmac - notice the *GT* sign in the background.



BRIGHT LIGHTS, BIG CITY: The headlamps blend together into the background. Beautiful.

THIS WHEEL'S ON FIRE: Everyone else has the Suzuka wheel, *GT3's* got a neon monument.

EXPECTED UK JUNE / JAPAN APRIL 23

GRAN TURISMO 3

If something's worth doing, then, invariably, it's worth doing well. That's why we've dried our eyes and forgiven Yamauchi-san for *GT3's* latest... ahem, *accident*.

Sometimes, owning a PS2 seems a bit like chasing a lovely orange carrot dangling from an extremely fast-moving stick. Just as the end seems to be in sight, satisfaction's yanked out of your grasp, leaving you sprawled on the ground and howling with frustration. Last month was a bit like that.

Since then, we've calmed down a bit. After coming up with all sorts of wild hallucinations of Yamauchi-san scooting around a race track while we *GT*-lovers wait patiently for his game, we've hunted down these new shots – and he's been working as hard on the game as we could have hoped. Regular readers will have already seen Rally mode in action on our DVD, but just to the right you'll get your first glimpse at the Swiss Alps track – tailor-made for gravel-spitting fun. What else could we possibly get excited about?

Well, Polyphony Digital have confirmed that there'll be at least 36 courses in the game – 19 completely original ones, and seven mirrored courses. Cast your eyes over the page for the full list. You'll notice that several of *GT2's* courses aren't in there – including Grindelwald, Pike's Peak and Red Rock Valley – and we're not sure whether it'll offer short courses like the Grand Valley East Section. Presumably this is due to exactly the same limitations as the car shortage – due to the ridiculous amounts of detail being lavished on each track, they take longer to develop. However you'll still be seeing at least three completely new courses, including Complex String, Swiss Alps and the much-hyped Monte Carlo track, which now seems to have been renamed Cote d'Azur.

The courses themselves are gorgeous – you'll have seen the countryside areas already, but the built-up areas are just as detailed. All this, though, is just the polish on an already impressive ride – *GT's* always been about handling that feels *real*, and *GT3* doubles the fun by including a Rally mode that's more convincing than any dedicated off-road games. It will, almost unquestionably, be the most pure driving experience ever. And there's a monkey in it. **PSM2**

We've come to terms with the fact that GT3 won't be out until June.

RALLY AROUND

Think Swiss Alps, and you'll think of singing children and Julie Andrews dressed as a nun. Unless, of course, you're Kazunori Yamauchi, in which case you'll invent a new track that's by far the dustiest and most punishing we've ever seen in a *GT* game. The Rally mode feels completely different from the rest of the game.

SWISS ROLLERS: Look at the detail in those car ads - none for cigarettes, though.

HAPPY DUST: Try not to get behind - the leading car's wake'll really put you off.

SIR WALTER RALLY: The handling's radically different when you're rallying.

INFO

- **DEVELOPER** Polyphony Digital
- **PUBLISHER** SCEE
- **GAME TYPE** Racing Sims
- **COMPLETE** 95 percent

ANTICIPATED FEATURES

- 36 courses – made up of 18 tracks (all will be mirrored).
- New Rally mode.
- Real-time environment mapping.
- Compatible with Sony's own force-feedback steering wheel.
- 150 vehicles, including the all-new Spoon S2000, Skyline VSPec R34 and the mighty Diablo GT.
- Multi-player supported by i-Link (still to be categorically confirmed by Polyphony Digital).
- Analogue acceleration and braking.

BACK ON TRACK

This is the latest list of available tracks, but we'll have to wait and see if any of *GT2*'s missing courses and sections will turn up in June. We're tempted to start pleading for Red Rock Valley.

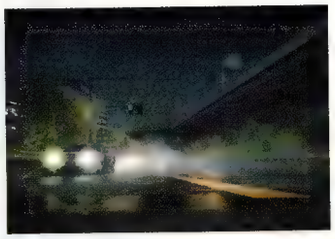
Apricot Hill
Cote D'Azure
Complex String
Deep Forest
Grand Valley
Midfield Raceway
Rome Circuit
Seattle Circuit
Smokey Mountain
Special Stage Route 2
Special Stage Route 5
Rainy Route 5
Super Speedway
Swiss Alps
Test Track
Tahiti Circuit
Tahiti Maze
Tokyo R246
Trail Mountain

TOKYO SHOWDOWN: The Tokyo course is full of huge, shimmering buildings.

DOWN TO THE WOODS: The Deep Forest circuit's still a favourite with fans of pleasant scenery.

GHOST RIDER: It looks real...until you realise there's no-one driving. That shattered all our illusions.

HERE COMES THE SUMMER: You can almost feel the warmth as it shines off the bonnet.



ROUTE MASTER: This is Special Route 5, which you'll be able to play as a normal or wet course.

ALL AROUND THE HOUSES: We'd like to see people look out of their windows as you zoom past.

HIGH AND DRY: This is Special Stage 5 - but without the rain. Look up and right for a wet version.

SIMIAN CITY: There seems to be a monkey clinging to a branch in the Trail Mountain stage.

PSM2 GUT REACTION

Whether it's the soothing feel of driving through a leafy glade, the choking humiliation of literally eating a rival's dust in Rally mode, or the struggle to stay in control over wet ground, *GT3*'s the most emotional driving game we've played since *Chase HQ*.

+ It's set to become the new standard in realistic driving, *and* it's great fun.
- Shame they couldn't squeeze all the tracks and cars in there. Still, we couldn't have waited until 2006.

PS2 24.7 3DO

She wants you...

Dead. Imagine a world where a beautiful woman wants you...dead.

Imagine a world where one day you're the captain, the next the captive.

Imagine a world where a mask is a must and the sword your only saviour.

Then, imagine it's not happening to some faceless stranger, but to you.

All you need is a vivid imagination, a Playstation 2 and a copy of Warriors of Might and Magic.

Coming soon to a small screen near you.

IN STORE APRIL 2001!

WARRIORS of Might and Magic

The adventure has begun. Play your part.

PlayStation.2 3DO

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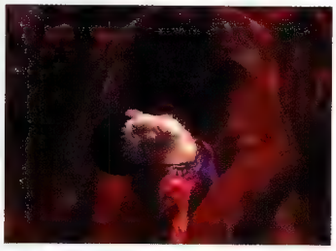
CRA-KOOM! Dennis discovers the hazards of dangling bare wires in leaking fuel first hand.

OVER AND OUT: Roger Grigman. He's the only other survivor when your jet goes down.



WEIRD SCIENCE: Dead researchers litter the facility. Press ⊗ next to them to see their gory innards.

MEET AN' GREET

For a deserted military base at the South Pole, there's an awful lot of people wandering around. Some happy, some sad, some just plain dead and some turning into extras from a Cronenberg flick.

REILY GOOD: Sergeant Dennis Reily. He's majorly miffed at having to 'go live' on Christmas Eve.

SHE'S RUBBERY: Bio-hazard suited Cindy Tien is not only a brilliant scientist, she can pump slugs too.

EXPECTED UK JUNE

EXTERMINATION

A trip to the South Pole? Cool. Kill some bugs you say? No problem. Race against the clock trying to flush a deadly virus from my body? Erm... actually, I *think* I may be busy...

Wait an eternity for a decent third-person action adventure and then two turn up at once. Not only do we get the decidedly presentable *Winback* stomping around in firearm-heavy webbing (pg78), but we also have the impressive *Extermination* flaunting its wares. Bit of a bold comparison you might think, but the similarities between these two games are striking even at this early stage. Both the lead characters are members of a crack special ops team, both are called upon to infiltrate a military facility and both adventures launch with your transport vehicle being kicked out of the sky as it approaches the drop zone. Hmm...

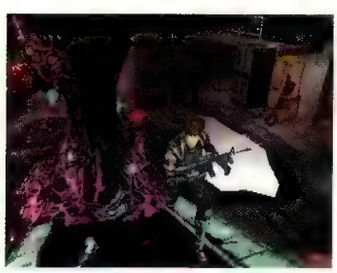
Start playing one and you'd be forgiven for expecting the same sort of thing from the other. But you'd be way off the mark, as *Extermination*, from what we've seen so far, leaves *Winback* standing.

Already shaping up to be an unholy marriage of the most unsettling bits of *Resident Evil* with the killer action of *Syphon Filter*, *Extermination's* 'panic action' engine is thumb-blisteringly excellent. The basic idea's simple: loud sirens, your character – Dennis Riley – always seconds from death, scuttling critters awaiting to impregnate you... It all adds up to one intense ride.

Other features making our BPM rise are the inclusion of bemani-esque action sequences, similar to those already seen in *Dark Cloud*, the appearance of a mysterious bio-suited girl and the opportunity to explore both internal and external areas of the environments.

In fact the only thing that isn't shaping up to be outstanding is the plot. Yes, it's another biological base run by the military. Yes, something's gone horribly wrong with the experiment. Yes, people are turning into tentacled freaks. A great structure, but surely game creators can come up with something a little more unique than this old tat? Flick to pg124 to see what we mean... **PSM2**

Sitting tightly on the release schedule for June, we'll be rating this little gem once our preview code mutates into review code...



GOO AWAY: As the game progresses so does the increase of red slime around the base.

MONSTER MASHED: Some of the bodies you'll encounter have been ravaged by the escaped virus.

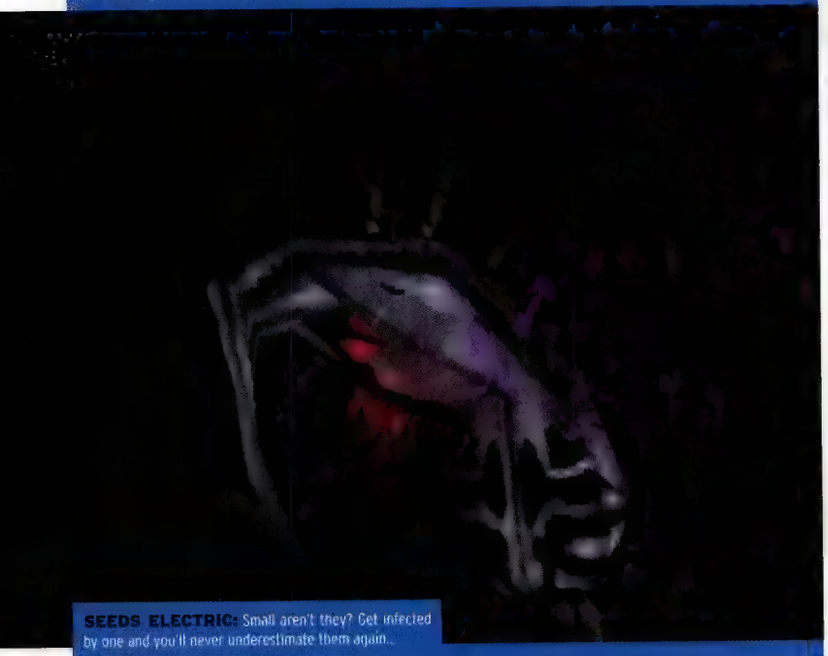
EXTERMINATION

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
  Action Adventure
- COMPLETE
  75 percent

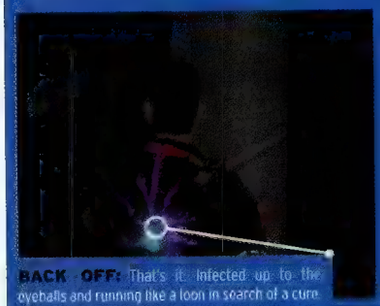
ANTICIPATED FEATURES
- One weapon that can be upgraded on a host of different levels: grenade launchers, specialised sights and various rates of fire.
- Unique 'Panic Action' system.
- A save system designed to work around the battery packs contained within your character's body harness.
- Real-time wireframe backdrops.

GOT A CRITTER ON MY BACK

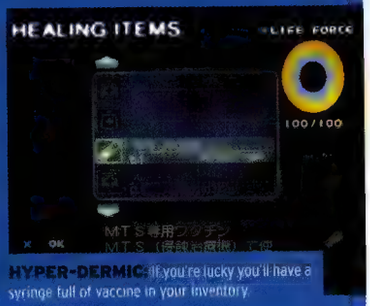
The major element of the 'panic action' gameplay is caused when one of the creatures gets close enough to infect you with the mystery virus. After this point you've got about 10 minutes real-time to either find some vaccine or get to a medical centre. This time limit sucks you into the game world more than you'd believe...



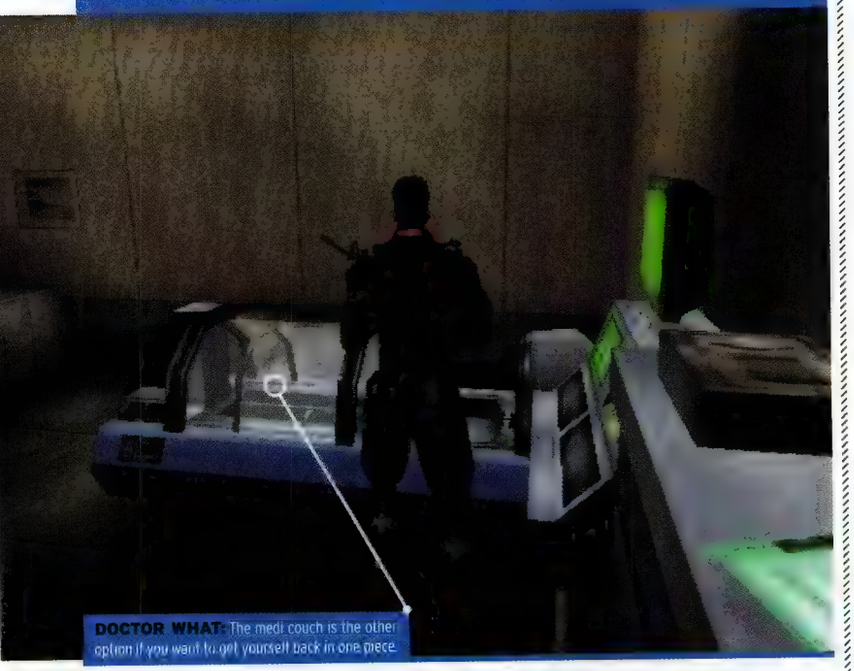
SEEDS ELECTRIC: Small aren't they? Get infected by one and you'll never underestimate them again...



BACK OFF: That's it. Infected up to the eyeballs and running like a loon in search of a cure.



HYPER-DERMIC: If you're lucky you'll have a syringe full of vaccine in your inventory.



DOCTOR WHAT: The medi couch is the other option if you want to get yourself back in one piece.

PSM2 GUT REACTION

Any game that generates a stir in the office is destined for good things, simple as that. And this frenetic package of thrills and chills has been pulling crowds ever since we first fired up the code. Action, nail-biting plot twists, an upgradable weapons system... it's all extremely impressive.

+ Even in its early state this is shaping to another respectable time filler as we watch the *MGS2* clock.

- We're concerned that the adventure might be a bit on the brief side.

TOUGH LOOK: Fancy having a look at what you're climbing? Useless, but a nice addition.

MOVING ON UP... AND DOWN

Dennis certainly gets about, thanks to a wide range of action animations. Unlike Jean-Luc Cougar from *Winback*, he can take to the skies and climb the walls around him.

HANG MARVIN: Look! The first ever appearance for monkey bars in a PS2 game! Um. Great!

PS2 24 7 3DO

WHAT'S GREEN AND SMELLS OF VICK?

General Plastro has teamed up with Brigitte Bleu, a diabolically treacherous Blue Spy, to destroy the Green Nation once and for all.

Sarge, Vikki and the boys fight their way over pool tables, under beds, and even through a pinball machine to the final showdown against Plastro and his troops. Brigitte wants Sarge. Sarge has Vikki.

Prepare for another gigantic war!

IN STORE APRIL 2001!

ARMY MEN
SARGE'S HEROES 2

REAL COMBAT. PLASTIC MEN.™ PLAY YOUR PART

PlayStation.2 3DO

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It's here

The only official
PlayStation 2 magazine
and the only one with
a playable demo disc

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SCHU' TROUBLE: Just because the drivers exhibit realistic AI, they're not safe from spin-outs.

EXPECTED UK APRIL

PITS OF DESPAIR

Your pit lane strategy is crucial to your chances of success. The weather will alter in real-time, creating rain and deep fog. You'll have to decide whether it's worth sacrificing precious seconds by switching your tyres. You're most likely to visit the pits for damage reasons – even a crunched nose cone will cripple your handling.

SPRAYING FOR KEEPS: Without a swift tyre change, the road surface soon becomes treacherous.

WHEELY BAD: Needless to say, this is going to be a long journey to the pits.

INFO
- DEVELOPER: Studio Liverpool
- PUBLISHER: SCEE
- GAME TYPE: Racing Simulation
- COMPLETE: 80 percent

ANTICIPATED FEATURES
- Quick Race, Single Race, Grand Prix, Race Weekend and World Championship modes.
- Customisable replays, with camera direction from FIA professionals.
- Save during any time in the race.
- 17 Tracks, from Melbourne to Brazil.

FORMULA ONE 2001

Sony's new F1 game comes roaring out of the pits with intelligent drivers, teeth-grinding realism and a gobby smattering of Murray Walker.

This is the MC Hammer of Formula One games. You can't touch the kerbs, you can't touch the grass, and you *certainly* can't touch your rivals – the slightest collision kills your speed, allowing ten cars to sail over the horizon. If you're really unlucky, your car will explode like a shower of Technics Lego, or enter a race-ending stall. No wonder Jacques Villeneuve's losing his hair.

The difficulty level is quite freakish. Needless to say, it's incredibly disheartening to lose a race this way after half-a-dozen perfect laps. Imagine how you'd feel after crashing out on lap 53 of a real-time race, after two days of qualifying circuits.

Thankfully, the finished game should sort this out – confident players can dive straight in with a standard car, but beginners can tweak their vehicle with ABS brakes and anti-lock wheelspin. We've also been promised realistic driver intelligence – at the moment, every car moves like it's being piloted by an irate Michael Schumacher. Masochistic Formula One fans will think they've woken up in the pit-lane of Heaven. **PSM2**

Formula One 2001 leaves the grid in April.

THE REAL WORLD

Each official Formula One course has been modelled in painstaking detail from thousands of real-life photographs. It's the little details that bring the race to life: the huge plumes of tyre smoke, the liquorice trail bends and the squeal of the engine as it surrenders under thunderous revs. Most tellingly, a huge crash can put the whole pack out of the race.

CROWDED OUT: The fans turns out in droves for the main event, but not qualifying.

TÊTE-À-TÊTE: The leaders go head-to-head as the Monaco streets flash by.

HUNGARY FOR SUCCESS: The East European clouds look fine as the pack roars off the grid.

PSM2 GUT REACTION

We've already seen two fairly lacklustre attempts at the F1 genre, and were hoping this'd be the definitive article. The attention to detail is staggering, but somehow it still doesn't *feel* like the real thing. The dedication to realism has killed the air of race-day excitement. Who cares about the gorgeous graphics when you're permanently stranded in a ditch? The punishing difficulty's a major problem, but we're confident that SCEE will sort that out in time for the game's release. Fingers crossed, this still could be the finished article.

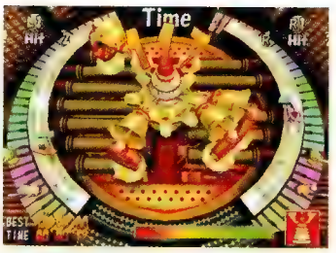
+ Recognisable driver intelligence. And Murray Walker.
- Right now, it's almost unplayably hard.

HEAVENS ABOVE: Even the old Man in the Moon is a rabbit hater in *Kuri Kuri Mix*.

KING OF PAIN

Manage to get your head around the complex levels and the numerous boss character still await your attention. They vary greatly in appearance but are usually dealt with by using your duo to simultaneously draw fire and attack.

GET KNITTED: The slippery physics of the ice level make taking Lambkins out a control nightmare.



DING DONG: Meet *Kuri Kuri's* impressive Bell Boss and his dirty great circular keyboard.

FILLET O' FISH: Chestnut drives the hovercraft while Cream takes care of lobbing mines at Smiler.

FUN UNFAIR: There're five of these rodents, all set on making your heroes' lives a living hell.

EXPECTED UK LATE APRIL

KURI KURI MIX

Ditch any ideas of chilli-coated chick peas – chestnuts and cream are all you'll get on this menu. It's still heavy on the spice though...

Abandon sweet sanity all who enter here... Why? Well, any game that's centred around two musical rabbits who use umbrellas and flower pots as headgear has to have more than a few clappers loose in its belfry.

Chestnut – the one with the flower fetish – and Cream – the parasol fan – look set to revolutionise the way you use your DualShock 2 for PlayStation 2 puzzling. Instead of a characteristic puzzler where you'd usually take turns at controlling the two central characters, this game makes you deal with them simultaneously using just one pad. The right Analogue stick looks after the passive Chestnut while the left takes care of the feisty Cream. Simple, no? Not if you're the kind of person who stabs themselves every time they pass a fork from their left to their right. Make no bones about it – co-ordination is the name of the game as far as *Kuri Kuri* is concerned. You've got to stay focused all the time.

The reason behind all this twin-sticked torture? The fact that your two diminutive charges can only complete a level within the allotted time if they work together. For instance, Chestnut pulls a crocodile's leash tight on his side of the screen which allows Cream to deftly sneak past. Cream yanks a lever and opens a door for Chestnut, and so on. Navigate certain obstacles successfully and you'll receive a stopwatch bonus that pumps vital seconds back into your time limit. Get through to the goal at the end and that's it, level complete.

As a result, we reckon the game's already shaping up to provide some inventive one-player action. But it's the rebirth of the old four-player/two-controller split – first championed by *Micro Machines* – that's stirred our multi-player expectations. **PSM2**

Join is next issue if you want the definitive PSM2 verdict on Kuri Kuri.

SKULL DODGERY: Here Cream prises open the skull's gob while Chestnut legs it through.

ROBO-A-GO-GO: At times the central barrier comes down, allowing the duo to work together on one screen.

SKY LARK: With only 59 seconds left on the clock the rabbit boys head for the stopwatch bonuses on the left.

INFO

- **DEVELOPER** From Software
- **PUBLISHER** Empire
- **GAME TYPE** Puzzle
- **COMPLETE** 90 percent

ANTICIPATED FEATURES

- The two central characters get to jump, waddle and haul themselves through a massive 50 levels before giving you a chance to view the closing credits.
- The game supports 1-4 players and offers a range of modes from single screen co-operative challenges to split-screen races.
- There're another 10 playable characters that can be unlocked by locating puzzle pieces hidden away within each of the themed worlds.

A TIME AND A PLACE

All the worlds of the game are set on one weird and wonderful island full of jumping background animations. Starting off in the dark uncharted regions of Jungle World, you move on to unlock other environments by racking up your level conquests.

HEAT IT: The desert level is a dry collection of skeletons, earth and manic totem poles.

WHITE RABBIT: Ah, yes. The slippy-slidey ice world. Nice touch, never seen that before, no sir.

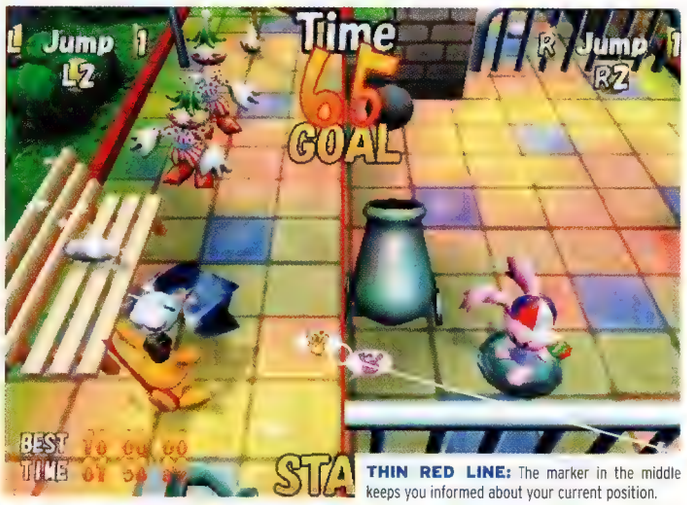
FAN HARE: The water levels seem quite high-speed, thanks to this hovercraft.

FIGHTY MOUSE: Roller-coasters, bumper cars and tops hats. All the fun of the fair...

DIRTY SAX: Here you're against the clock in a mad dash to see who can get the most brass instruments.

HALF SLICE AT CO-OP

As well as the single-player game there's also a range of multi-player options to get involved with. These allow you to either attack the challenges together or go head-to-head. There's also the option of doubling the fun using the four-player/two-controller split, with each player controlling one Analogue and two shoulder buttons. Expect lots of shouting, swearing and cheating if you go for this mode...



THIN RED LINE: The marker in the middle keeps you informed about your current position.

RABBIT DE NIRO: Tackling Story mode co-operatively seems like a good idea to us.

MIXING IT: With the controller split, odd combinations can be cooked up for some team play.

MUSICAL HARES: Chestnut has the guitar and lucky Cream gets the maracas.

PSM2 GUT REACTION

Unlike so many games we've seen on PlayStation 2 so far, this is actually attempting something entirely different. But whether this is just a case of inventiveness for the sake of it or the start of something beautiful is yet to be seen. One thing's certain though, the control system's destined to win fans and make enemies in equal proportions.

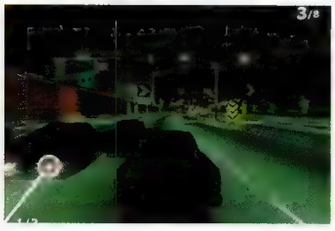
+ From Software have come up with a creative use of the DualShock 2 which makes for some compelling gameplay if you're a solo player.
- The head-to-head four-player contest hasn't done a great deal to distinguish itself.

WILD, WILDEST RACING

The tracks are pyschedelic wet dreams for car-loving trailer trash. You'll be bruising past small town gas stores, flipping through reservoir dams and shunting your customised pick-up through hordes of frenzied racers. If you blink, you can almost smell Cletus from The Simpsons closing on your tail.

JAG-PUSS: The wild car designs are half dream machine - half childrens' pyschedelia.

STREAM ENGINE: The funky custom cars can perform insane twists and spills to earn points.



LIGHT MY IRE: The racing action is more intense than the spotlights on your rivals' cars.

TRUCKING BUSY: The action never seems to slow down, even with ten cars on screen at once.

EXPECTED UK MAY

RUMBLE RACING

Buff the chrome on some ludicrous racers, as EA threaten to outstrip *WipEout* for the title of fastest thing on PS2.

SPLIT SCREAM: The two-player mode is almost as fast as the lightning solo-player game.

Let's put this in perspective. *Rumble Racing* is definitely faster than *Top Gear Dare Devil*, probably faster than *Ridge Racer 5* and *possibly* faster than *WipEout 2097*. But don't quote us. One thing's for sure, though, this is knockabout cartoon carnage with the irreverence of *SSX*. Think *Smuggler's Run*, with a rocket up its tailpipe – Hicksville USA has never looked so appealing.

Take your pick from a variety of NASCAR hot rods and inflict tyre-screeching hell on the open plains. The action is comically furious, allowing ten or more racers to exchange paintwork in gritty tussles. The handling would send Newton into spasms, but lets you thrash around wild bends without once thinking 'brake'. If your car flips and skids 30 metres on its roof, flick the Analogue pad and keep on revving.

A portion of the game is dedicated to such stuntwork. Using an incredibly diluted version of the *SSX* trick system, your car can pull mid-air backflips. The real lure is still the standard campaign racing mode, where the insane selection of weapons and slap-bang collisions should guarantee a shameless, if uninspired ride. **PSM2**

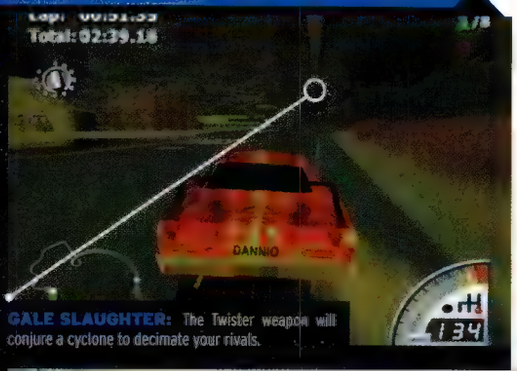
The real-life wacky racers will be revving onto PS2 this May

INFO
- DEVELOPER: EA
- PUBLISHER: EA
- GAME TYPE: Stunt Racing
- COMPLETE: 85 percent

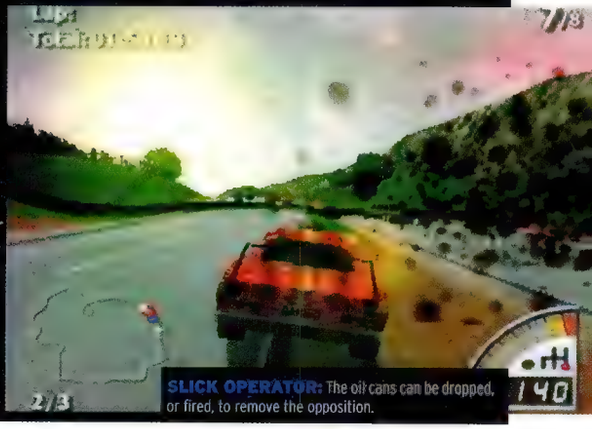
ANTICIPATED FEATURES
- 15 tracks with three dedicated stunt courses.
- Over 35 cars with three upgrade levels: Rookie, Pro and Elite – from Minis to Hot Rod Vans.
- Four play modes: Single Race, Championship, Showdown and Stunt Challenge.
- Simultaneous two-player racing.
- Over ten weapons, including oil drums and nitros.

LET'S TWIST AGAIN

In true *WipEout* style, the key to your racing strategy is the collection of weapons and power-ups. It's possible to hoard your goodies into a stash of shields and nitro bursts, but more likely you'll be unleashing your weapons instantly to see what they can do. Believe us, you won't be expecting the scenery-mangling twister... but neither will your rivals.



GALE SLAUGHTER: The Twister weapon will conjure a cyclone to decimate your rivals.



SLICK OPERATOR: The oil cans can be dropped, or fired, to remove the opposition.

PSM2 GUT REACTION

Its very easy to dislike *Rumble Racing*, as it typifies the worst in EA gaming – competent but unexceptional, playable yet derivative. The game screams 'good, not great' at a distance. However, when you sit down to play it – and accept the limited innovations – there's a lot to enjoy. The comedy physics feel just fine for this sort of game and the variety of weapons are consistently impressive. The addition of stunts is slightly peripheral, but doesn't detract from the fun. There's no denying that the game is fast – flitting past at 60fps regardless of on-screen clutter. The swift two-player mode can only help.

+ High speed, comedy action with wild weaponry.
- Nothing truly exceptional, very American in feel.

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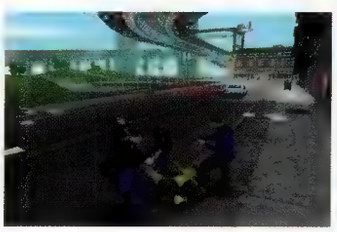
PlayStation 2

BALD AS I WANNA BE: Intimidate ambulance drivers - but don't take on the local skins.

EXPECTED UK TBC

GRAND THEFT AUTO 3

It'll have more involved missions this time, but fans of senseless violence shouldn't be disappointed – they vary from beating drug dealers with baseball bats to blowing up entire boats. The public will react differently, too. Draw a gun, and civilians scatter – but headbutt a pimp, and he'll blow you away. It'll be *much* less linear than *The Getaway*, so could it be the definitive gangster game?



SOUND OF DA POLICE: The cops react differently depending on the severity of your crimes.

OVERLOAD!

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK / NOVEMBER

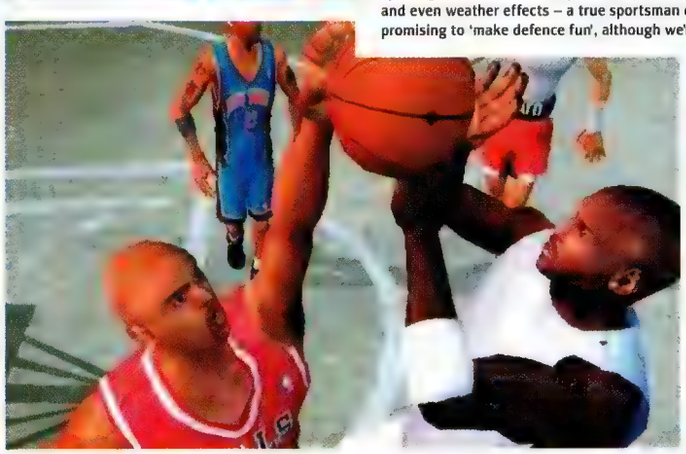
ROBOT WARS

Want to take part in metal-grinding carnage, but can't be bothered to build a real robot? Help is at hand with BBC Multimedia's first foray into PS2 publishing. Gameplay details are sketchy at this stage, but you'll definitely be able to design your own robot. Ideally, we'd like to see an inter-match robot repair section where you flirt hopelessly with Julia Reed – but we'll knock five marks off at the first quip from Scouse poet-pig Craig Charles

EXPECTED UK / APRIL

NBA STREET

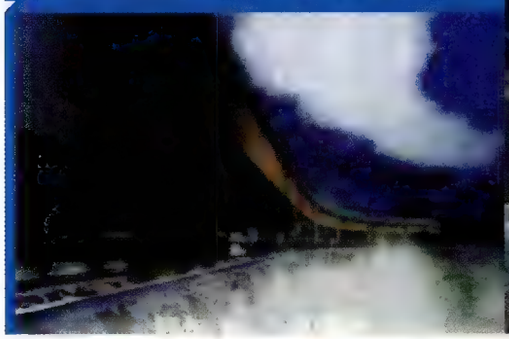
With the deserved success of *SSX*, EA are finally veering away from traditional – or 'boring' – sports games under their Big label. Expect huge dunks, bonus points for humiliating opponents and even weather effects – a true sportsman doesn't let a bit of snow get in the way. They're also promising to 'make defence fun', although we're not sure how.



EXPECTED UK / TBC

SHADOW HEARTS

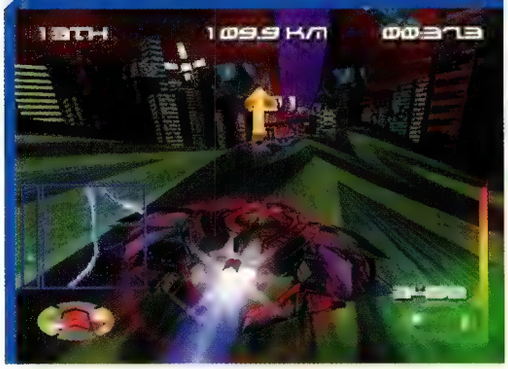
After the mildly disappointing *Koudelka*, Sacnoth are having another go at the spooky-RPG genre – the intro's full of people being inexplicably dismembered. Central character Urmaf Borg Hyuga can absorb the skills of his enemies, but the combat system's fairly conventional, based around timing and chain attacks. The atmosphere's sure to be top-notch, so all Sacnoth need to do is get the gameplay mechanics right.



EXPECTED UK / TBC

G-SURFERS

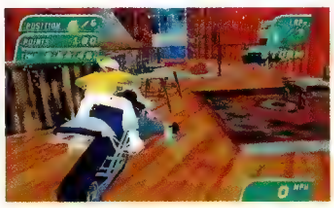
Crashing hover-vehicles into national monuments at high speed? Don't mind if we do. The ships aren't as cool as *WipEout*'s yet, though...



EXPECTED UK / JUNE

SLED STORM 2

The original *Sled Storm* was enjoyable enough, but the sequel's getting an EA Big-style reworking. It'll include multiple-branching paths and hidden areas, different types of sled and an enhanced trick system. We're also promised that the new physics model will provide all sorts of nifty snow effects and bone-shattering crashes. Skidoos – not just for inept Bond baddies anymore...



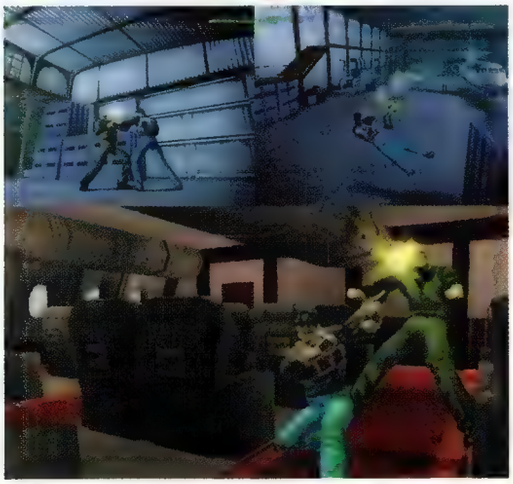
COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK mid 2002

DEAD TO RIGHTS

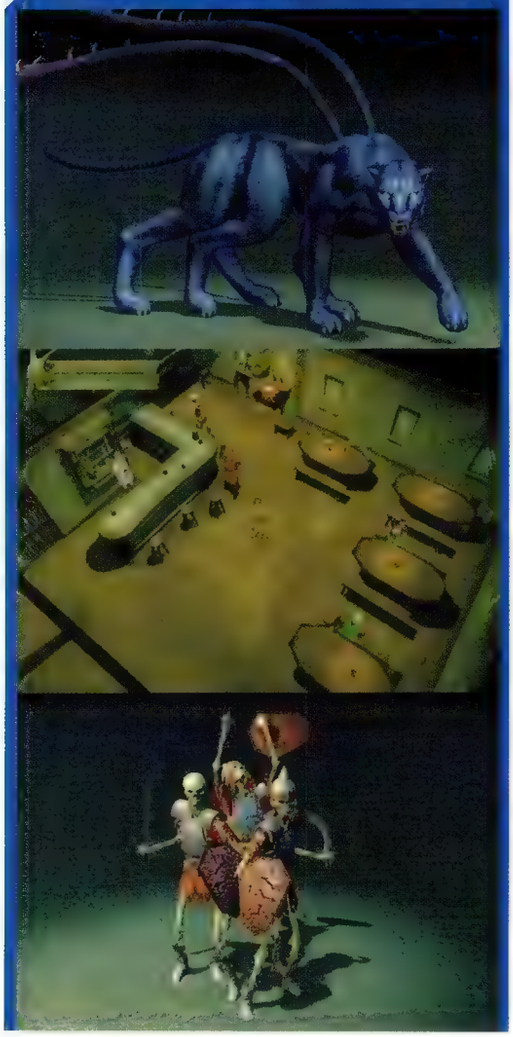
It's a John Woo film, but in game form. The hero – Jack Slate – barely spends a second without a nine in each hand, whether he's chasing fleeing terrorists or diving down stairs. When he runs out of ammo, he throws his gun away and pulls out a fresh one. This is early code, too – in the year or so before release, Namco will be adding all sorts of cinematic slow-mo effects.



EXPECTED UK TBC

BALDUR'S GATE: DARK ALLIANCE

If you've ever spent 20 minutes searching under sofa cushions for lost dice, get ready to be happy. *Baldur's Gate* uses traditional Dungeons and Dragons rules, but it's full of enormous, well-animated beasts and [illegible] of magical effects – helped by the excellent physics engine.



UNDYING

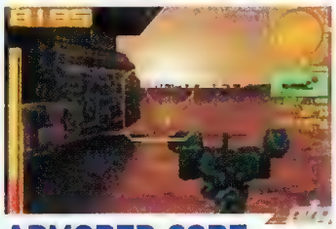
First-person-shooting – with magic – from the scary brain of Clive Barker. Already out for PC.

JUNGLE BOOK

A slight update of the decent-ish PSone dancing game – see every hair on Baloo's arse! Maybe.

CONFLICT ZONE

Once *Peacekeepers*, now renamed *Conflict Zone* – but it's still about blowing stuff up with UN troops.



ARMORED CORE ON-LINE

Take on the world in this enhanced clank-em-up.

GAUNTLET: DARK LEGACY

Lots of axe-lobbing and magic attacks – it's *Gauntlet*, but in 3D.

RUNE

Immerse yourself in Viking mythology, hit things with an axe and stop Ragnarok in Take 2's 3D adventure.

P.O.W.

Remember Escape From Colditz, the board game? Codemasters could be on to a *MGS*-style winner.

ARMADA 2

2D shoot-em-up action – but with lush graphics and an inventive system for bolting on extra weapons.

THE ITALIAN JOB

Hang on lads, SCI have got another brilliant idea... and you'll be able to drive more than just Mini Coopers.

ROBIN HOOD

A follow-up to a 1986 Amiga game due to be released Spring 2002. Strategy blended with action. Mmm.

HIDDEN INVASION

Square-jawed meatheads with improbable weaponry? Nothing at all in common with *Duke Nukem*, then.

MEGA MAN X

Ten million polygons a second! No, only joking. It's *Mega Man* – still in 2D, but solid fun anyway.

PANZA FRONT BIS

Ever wanted to be a sneering, jackbooted German tank commander? Weirdo.

AIR RANGER

A helicopter game where you rescue people, rather than mowing them down in a hail of tracer fire.

SPIN: STREET CAR RACING

Belting around an oval dirt track at 170mph? Could prove interesting...

DARK ANGEL

A young girl named Anna battles the undead. And she's not at all similar to Buffy. No.

COMING NEXT ISSUE...

MORE THRILLING NEW TITLES FROM THE WORLD OF PS2

There're so many new games in development for PlayStation 2, it can be a nightmare trying to keep track of them all. Well don't worry – let PSM2 do that for you. Next month we'll being you an in-depth guide to some of the biggest titles waiting around the corner. Laugh in the face of slippage as we bring you unrivalled coverage of the games you need to know about

FEATURING:

- MTV Music Generator 2 – More on the DIY Top Ten creator from Codemasters.
- Seven Blades – Retro-future blade and gun action blasts onto PS2.
- Star Wars: Super Bombad Racing – The cast of Episode One let it go to their heads in this daft fun kartster.

FORMULA ONE2001
THE ONLY GAME WITH MURRAY WALKER. Rather like the great man himself, the attention to detail goes on and on. All the official 2001 season Formula 1 tracks, drivers and cars as well as Murray Walker and Martin Brundle providing expert commentary. It's also available for PlayStation and remember if it gets too much, there's always the mute button.
PlayStation 2
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PlayStation 2
THE THIRD PLACE

SONY + SEGA + NAMCO

THE PS2 BROADBAND REVOLUTION!

Sony have finally revealed their plans for the PlayStation 2 Hard Drive and Broadband network. PSM2 outlines what exactly's going to happen, and what it means for you...

This was it, the most significant event at 'PlayStation Meeting 2001', Sony Computer Entertainment's press event held in Tokyo recently, and arguably the biggest incident in videogaming for the past five years. Ken Kutaragi (Sony), Satoshi Kayama (Sega) and Shuko Ishikawa (Namco) joining forces to reveal their plans to develop a PlayStation 2 Broadband network. Who'd ever have thought we'd have seen Sega and Sony snuggling into bed together to design the future for our saucy black box?

OK, let's cut straight to the details. UK gamers will be able to lay their hands on a Hard Drive for their PlayStation 2 by the end of the year, but gamers in Japan will be able to test out the new kit this summer. The true Broadband network for the home user won't be up and running until 2002 though. Sony are installing the new PS2 network in two stages, outlined below:

STAGE 1: THE 'ARCADE' SYSTEM

This is where it all kicks off – the commercial side of the Broadband network. A new, more powerful version of the PlayStation 2 system will be launching in Japan as we speak, but you won't be able to get hold of one through an importer. Instead – and this is where the strategic partnership with Namco and Sega comes into force – it will be installed in arcades, selected PlayStation 2 retailers and major exhibition sites throughout Japan.

The new, advanced PS2 model boasts several enhancements. Apart from increased memory, beefier VRAM and high-resolution video output options, when you sit down in front of the unit, you'll notice a Hard Drive, hi-res monitor, keyboard and mouse. There's even word of a digital camera add-on. Your PS2 has now become the gawd almighty brain at the centre of a much bigger system. Who needs a PC?

Basically, the PS2-driven terminal will allow members of the public to access the brand new Broadband network and experience content and services from the alliance partners (Sony, Sega and Namco) and other content providers. It's a sharp move from Sony, meaning that anyone – even those that don't own a PlayStation 2 – can get involved in the whole Broadband 'revolution', and are more likely to go out and buy the home version of the Broadband/HDD adaptor rather than making repeated visits to their local arcade...

STAGE 2: THE HOME SYSTEM

The PS2 Hard Drive and Broadband unit will go on sale in Japan in July, and it'll be available in the UK before the end of the year (SCEE confirmed this to PSM2 last issue). Prices have yet to be confirmed.

The Japanese Hard Drive is a black box about half the size of the PS2, which stands next to the console – the UK and US versions will actually slot into the expansion bay at the back of your machine.

Long delayed because of Sony's reported fear of piracy, the Hard Drive comes packed with a 40GB Hard Drive and Broadband adaptor. The actual Broadband network aspect of the home unit won't kick off in Japan until 2002 – once the arcade trials are over. By then Sony will have the systems in place to funnel video, audio and on-line games to your PS2 at home. To combat piracy, Sony are developing a new protection system called Dynamic Network Authentification (DNA). Software will come encrypted with ID numbers, and in combination with ID that's unique to every individual PS2 unit and held within the MagicGate Memory Card system, you'll be restricted from distributing copies of games. There'll also be a new 'billing system', which will do away with potentially risky credit card transactions.

"THE TRUE BROADBAND NETWORK FOR THE HOME USER WON'T BE UP AND RUNNING UNTIL 2002"

So, until Sony's Broadband network is completely established, what will Japanese gamers be able to use the Hard Drive for in July? Well, when you consider that *Final Fantasy 10* will be on Japanese shelves in July as well, it's difficult not to imagine a marriage of Square's epic storytelling and Sony's technical innovation launching the HDD. We're confident this will happen.

Don't cack yourself just yet at the thought of an add-on in the mould of Sega's ill-fated 32X or Atari's Jaguar CD. With the weight of major players like Sega and Namco behind it, and other content providers certain to sign up to Sony's alternative, faster version of the Internet, your PS2 is destined to become the nerve centre of your home entertainment system. Or is it? Putting the HDD on sale at an attractive price is crucial if Sony are going to create a viable mass-market network, and at the same time ensure that if game developers spend time working HDD/Broadband compatibility into the code, their games are still going to be appeal to a large audience (therefore letting them recoup costs and invest more cash into game R&D). Sony have access to a wide range of entertainment media, but will the Internet as we know it crumble in light of this? One thing's for sure, it's going to be truly exciting waiting to find out. Roll on July... **PSM2**

B2B BROADBAND TERMINAL SPECS

Here's what's under the lid of the new Sony system:

Large capacity HDD	80GB
Main memory	128MB
Embedded VRAM	16MB
Graphics output	HD/SXGA
Graphics input	High resolution CCD
Network interface	100Mbps Ethernet

GAMES WE'D LIKE TO SEE DEVELOPED WITH THE HDD IN MIND:

MUSIC

Why? We'd like to see Codemasters' next instalment let you pay for, and download, fresh samples from developers Jester Interactive, as well as a site created for other users where they can exchange new sounds. Live music jams 'on-line' here would also be fantastic.

ISS

Why? Imagine it – live on-line leagues and 20-player matches with the greatest football franchise around. Something like this won't be a reality for at least a couple of years. But just imagine it...

TEKKEN

Why? Using the space of the HDD we want to be able to store high-quality digital photos of our faces, then manipulate the shape and fighting style of a game character, *then* combine all three and take ourselves in to batter the face of Eddy Gordo...

TIMESPLITTERS/ QUAKE/UNREAL

Why? Like PC gamers, we demand to be able to download extra skins, new maps, league tables and more for our favourite first-person shooters (or, at least, their sequels).

GRAN TURISMO

Why? Polyphony Digital's blinding racer has an awesome engine, so why not just keep putting new cars on-line and letting us download them into our existing game? Or new tracks?

THE GETAWAY

Why? Just imagine being able to keep downloading additional chunks of London. We're sure the guys at Team Soho would love to spend the next three years texture-mapping endless dog-dirtied pavements.

TOMB RAIDER

Why? Episodic. That's the current buzz-word in the games industry. The next *Tomb Raider* is being designed to drop neatly into this category, and we'd welcome the chance to pay for, and download, new chapters of Lara's latest great adventure to our HDD rather than buying more discs. It's all about having entertainment on tap.

PlayStation.2

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FIFA 2001 looks the business as well as playing excellently.
7/10 P2

We've seen the future and it's made of frozen water. Every PS2 needs this game. Blinding!
9/10 Official Playstation

A comprehensive and exciting F1 simulator - plenty of options here for F1 petrolheads.
4/5 The Player

As far as team based shooting games go X-Squad has tons to offer and should make the trigger happy glad to be alive.
Station 2

With a flurry of head punches and follow-up body blows, Knockout Kings 2001 is truly a heavyweight boxing game.
Official Playstation 2

Takes strategy gaming to an epic new level.
90% PSi2

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PLAYSTATION 2 MAGAZINE
PSM2
REVIEWS
THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

THE QUALITY VEIN STILL NEEDS PROSPECTIN', BUT THERE REALLY IS GOLD IN THEM THAR DISCS...

JONATHAN

Attempting to collar the choicest gobbets of review glory is invariably a dirty business. You spend days digging around in the dirt, sifting the slurry from the diamonds only to find you're left with greasy fingers and half-eaten plastic turd. Then there're the good days when you head down to the river of games only to be chucked in, fully clothed, by three playful titles at once.

Such was the case when *Quake 3 Revolution* pounced out of thick air and barrelled us over with its boisterous perfection – but why, oh why keep this under wraps until now EA, eh? Get the low down on pg66.

Barely having enough time to re-tie our string trousers, we were again tussling with semi-automatic goodness in the guise of *Winback*, before splitting the big blue with the intense beauty of *Sky Odyssey*. It's holy trinities like these that make us grin like cream-filled cats.

Back to earth with a divot-lifting crunch and straight out onto the green with Mr Woods and his *PGA Tour 2001*. Well, you can't stay on those adrenaline highs indefinitely. Finally with *Robot Warlords* and *4x4 Evolution* filling the corners it's another decent month, but where in all creation are those triple-As? **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative, and above all bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

REVIEWERS PLAYING PS2

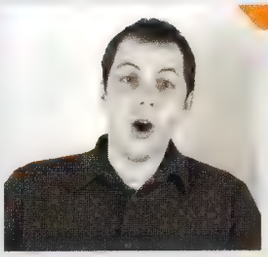
LONGER,HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Sports, RPGs, Shooting
- **HAVING FUN WITH:** Quake 3 Revolution

"Boom boom, b-b-boom... hur, k'boom, hur hur..." We thought Dan would be able to cope, being the first man to test *Quake 3*. But just look at his face!



JOEL SNAPE

- **SPECIALIST IN:** Hitting things then shooting them
- **HAVING FUN WITH:** Tiger Woods PGA Tour 2001

Packing his trusty pump-action alongside his nine iron, Joel strides off to shoot holes-in-one wearing nothing but a carefully balanced cheese grater

JONATHAN BRYANT

- **SPECIALIST IN:** Strategy, Mech Combat
- **HAVING FUN WITH:** Winback

"Get back Winback," yodels our own Mr Cheerful while he dreams of Long Tall Texan albums he never owned, flat tops and barrels filled with Tequila.

ANDY DYER

- **SPECIALIST IN:** Football, Platformers
- **HAVING FUN WITH:** C-12

Initially mistaking this month's top PSone game for a short audio tape produced by BASF, it took money to get Mr Dyer back on course. Lots of it

TIM WEAVER

- **SPECIALIST IN:** Football, Platformers
- **HAVING FUN WITH:** Sky Odyssey

Cap'n Weaver rattles his undercarriage at us, tosses choc ices to the ground crew and disappears into the sunset shouting 'flaps'. He plane crazeee, man

DAN JOLIN

- **SPECIALIST IN:** DVD movies, Internet
- **HAVING FUN WITH:** Big Arnold Schwarzenegger

Behind those steel bifocals lies a metal skull continually searching for humanoid responses. 'Guff buns', 'ring pull' and 'mud cakes' are always choice comebacks.

MIKE JENKINS

- **SPECIALIST IN:** Driving, RPGs
- **HAVING FUN WITH:** 4x4 Evolution

Please try not be afraid. Do not run. Breath *slowly*. New man Mike's hunting instincts are triggered by movement. Look at him - just watching you...

MAIL US NOW!

E-MAIL: PSM2@FUTURENET.CO.UK

Have YOU got yourself a PlayStation 2 and fancy writing a short, informative review for PSM2? Found a bundled bargain for the UK PS2 that the whole country should know about? What do you think about the PS2 games so far? Got any dirt on the review crew above? Share the wealth and mail us now!

›UNRIVALLED INFORMATION フハウヌキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

REVIEWS
FANTAVISION
Whack on the kettle, break open the Digestives, and prepare for the world's most spectacular fireworks night. No pomp, no ceremony, no snazzy texture-mapping, *Fantavision* is the PlayStation 2's simplest, and arguably greatest, invention yet...
IMPACT POINT
"EVEN WHEN THE GAME INEVITABLY FRUSTRATES AND BEATS YOU, IT'S NOT BECAUSE YOU'RE STUCK, BUT THAT YOU HAVEN'T REACTED QUICKLY ENOUGH"
VERDICT
GAMER'S CHOICE
85

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HARD-HITTING シワミカノ キハワキア

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29	Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...
30-49	Possibly fun in the short term, but there're some serious faults in the game's design.
50-69	50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.
70-84	An entertaining game that *just* misses out on being something big. Highly enjoyable, though.
85-89	What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...
90+	An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

›HONEST AND ACCURATE シワミカノ

PS2 REVIEWS

We review every last PS2 title from around the world. Each review is clearly marked with its country of origin – we always re-review PAL versions of games we've covered on import.

›HONEST AND ACCURATE シワミカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HONEST AND ACCURATE シワミカノ

PSone REVIEWS

We select the cream of the crop of new UK PSone releases. In this backward compatible world, PSM2 is also your guide to the AAA games on the machine that won't die!

DON'T MISS THESE:

PS2 REVIEWS

QUAKE 3 REVOLUTION 066

SKY ODYSSEY 070
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4x4 Evolution 076
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ABSOLUTE PS2 087

Every PSM2 PlayStation 2 review condensed into an easily digestible database. Essential reference with head-to-head comparisons of ISS and FIFA, Unreal and TimeSplitters.

DVD REVIEWS

The Terminator: Special Edition 080
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The Rocky Horror Picture Show 081
Scream 3 081
Return of the Living Dead 081
Duce Bigalow: Male Gigolo 081

PSone REVIEWS

C-12 082
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NBA Hoopz 083
Rugrats in Paris 083
Champion Surfer 083
California Watersports 083

OUT UK APRIL 6TH

QUAKE 3 REV

"SHARPER THAN THE DREAMCAST VERSION AND MAYBE THE

History's finest first-person shooter screams out of development hell to launch a surprise attack on PS2, and it's the most pleasantly surprising slaughter yet...

REVIEWER: Daniel Dawkins

Seven months ago, work began on *Quake 3 Revolution*. Despite growing rumours, EA denied its existence until February. Then all hell broke loose. We were suddenly invited to review the game at their HQ. But we couldn't take copies away with us. What were they hiding? Was it rubbish? *Broken*? Our worst fears were instantly confirmed: there was no keyboard/mouse compatibility and no on-line functions. A rushed conversion, we thought – it must be rubbish. And it's our proud duty to report that... *Quake 3 Revolution* is actually *really* good. Sharper than the Dreamcast version and, whisper it, *maybe* the best first-person shooter on PS2.

Quake 3 Revolution looks gorgeous. It moves at a constant 60fps, shifting hi-res textures like a Carpet World sale. The snaking levels have been beautifully ported from the PC, appearing at a higher definition than the much lauded DC version. The architecture shifts solidly throughout – just gawp at the towering arches of Hell's Gate if you need proof – while the shimmering skies are the icing on an already tasty cake. Best of all, the multi-player modes don't look much worse. They're not perfect, but more of that later.

PROJECTILE EDEN

What we have is a near perfect conversion of PC *Quake 3*, with a smattering of *Team Arena* levels and some PS2 specific enhancements. Flower-waving pacifists should look away, because this basically involves shooting people in a comically violent fashion. Eight battle-gnarled combatants are tossed into an arena and told to settle their differences with propulsion weapons. It sounds fun – and it plays better – but there's greater subtlety to the single-player game than meets the eye.

The Campaign mode is a 27 level quest for *Quake* domination, culminating in a dramatic gut-spilling boss encounter. For every level you complete, you're rewarded with ability points in four key areas: Health, Armour, Power and Speed. Now here's the good bit. You can save your powered-up bad ass and use him to exert Man United-style dominance in the multi-player modes. Skill doesn't come into it, you're just a lot more powerful. What greater motivation do you need to finish the single-player game?

RIGHT ROYAL VARIETY

To maintain the variety, levels are split between a number of disciplines: standard search and destroy Deathmatches, flag collecting Possession modes and time-based challenges. In honesty, they all feel the same. You're still scrambling around to secure the finest power-ups, pausing occasionally to revel in the liquidation of your foes. There are 12 weapons to clamour over, each with a unique set of attributes to suit your fighting style. The softly, softly, sit and wait player might enjoy the measured but bloody precision of the rail gun, while your Rambo adoring gun nut might rather charge in with a plasma rifle. In *Quake*, combat is just an extension of your personality.

With practice, it's possible to become frighteningly good – almost god-like. In the PC on-line gaming community, former World Champion, Thresh, struck fear into all who opposed him. He knew every dirty tactic, power-up location and ▶

LOOK AND BURN: By hiding in the right location, you can pick off 'bots above and below.

"QUAKE 3 REVOLUTION LOOKS GORGEOUS. IT MOVES AT A CONSTANT 60FPS, SHIFTING HI-RES TEXTURES LIKE A CARPET WORLD SALE"

ROLL OUT THE BARRELS: The shotgun is head-squittingly effective at close range, for one party at least.

IN A LAVA: The lethal bubbling magma pits spell a premature end to careless combatants' legs.

INFO

- **CODE TESTED**
- **DEVELOPER**
- **PUBLISHER** EA
- **GAME TYPE** First Person Shooter
- **PRICE**
- **EXTRAS** Multi Tap 2, DualShock, Memory Card

DETAILS

- 36 Levels, including 29 Multi-player arenas and five all-new PS2 specific maps.
- Eight Team Arena Multi-player modes with Deathmatch, Capture the Flag and Possession modes.
- 12 weapons – from grenade-launcher to BFG – including three weapons from Team Arena.

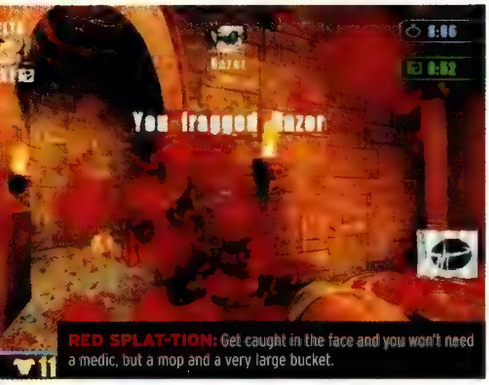
VOLUTION

BEST FIRST-PERSON SHOOTER ON PS2"

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

STAIRWAY TO HELL: Let your foe tiptoe down, then blast 'em back up the way they came. Their dancing days are over.



RED SPLAT-TION: Get caught in the face and you won't need a medic, but a mop and a very large bucket.

GUN FOR A LAUGH: The supremely detailed characters don't have time to share a joke as they queue up to maim you.

CONTROLLER FRIENDLY

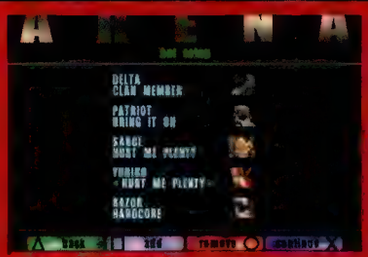
There's no mouse control, so get over it. What you can do, however, is re-define the joypad controls to a precision extent. Want a beginners easy fire option? You got it. Advanced *TimeSplitters* mimicking controls? That's fine too. The Special control option will even let you control the game like Nintendo classic *GoldenEye*. Naturally, its possible to alter the speed and sensitivity of all your aiming and movement, so bad losers have no grounds for complaint.

LINE UP: Aim carefully and you can pop a grenade right into his [illegible] for avoiding those nasty face-to-face confrontations.

SIGHT AND SORE EYES: Out in the light exteriors it's a cas[illegible] there's nowhere to duck and hide.

TEAM SCREAM

Quake's multi-player options are extensive. There's a huge roster of characters, from Carl Weather's look-a-like Wrack, to the obligatory Ming-bearded Visor, Hossman. If you tire of each-man-for-himself Deathmatches, there's a raft of team games to get your teeth into. A flag possession game with three mates never goes amiss and friendless gamers needn't despair, as it's possible to play the team Arena mode against the 'bots. Best of all, the game will handily save your control preferences and results for future reference. No good, of course, if you're genuinely rubbish...



TROUBLE SWITCH: You can adjust the bots AI individually to make them walking targets.

MEAN FEETS: Depressingly, the floored player can watch his assailant dance over his corpse.

GRILLERS IN THE MIST: If you can see your [illegible]

QUAD DAMAGE: If you're glowing blue, you're four [illegible]

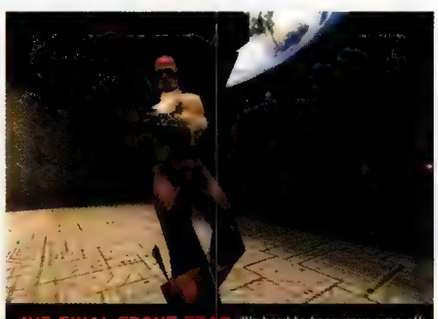
FOUR TOPS: It's essential to snap up the qualit[illegible]

▶ hiding place on every level. You won't reach that level of expertise without life-endangering dedication, but within hours you'll still be leaping onto a jump pad, rotating 180°, and unleashing a ground-directed rocket onto your hapless foe without a second glance. Purists will moan that the DualShock 2 doesn't afford the same level of accuracy as a keyboard set-up, but you can't slump on a beanbag rolling a mouse across your pyjamas, can you?

SMART ARSED

The computer intelligence creates some tense encounters. Even on a moderate skill level, the lead changes hands with disturbing frequency. "You have lost the lead.", booms an eerie Hollywood-style voice, as a minigun barrage thuds deep into your spine. On the highest AI level, the 'bots are more calculating than Geri Halliwell's PR team. Sometimes you can pick off the enemy as they fight among themselves, at other times they'll hunt you in packs. At very worst, the 'bots'll sit in a darkened corner and assassinate you CIA-style. The more devious they become, the more satisfying it feels to frag 'em. The 'bots won't hear your obscenities, but'll certainly feel the rockets up their arse.

While murdering the computer is fun, it can't rival the shin-kicking beauty of a multi-player frag-fest. So with baited breath you'll enter the split screen mode praying for a constant frame-rate –

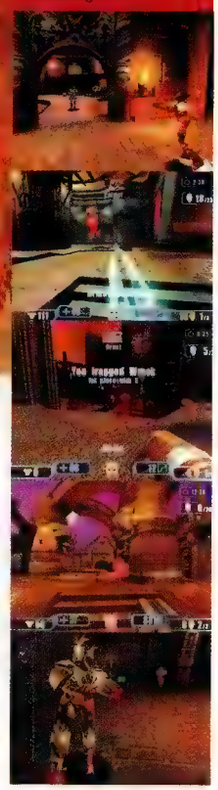


THE FINAL FRONT FEAR: It's hard to keep your eyes off the stars, even staring death in the face.

BRIDGE MAGNET: The level design is exemplary, just where do you look first?

BAG OF TRICKS

You can't just run around firing shots randomly, at least, not if you want to win. The exhilaration of mastering the targeting system is unrivalled. Jumping off a blind platform, you rotate 180° targeting the floor and plant a grenade straight on some unsuspecting goon's noggin. He never stood a chance, the shambling fool ..



"THE LEVELS REQUIRE A DEGREE OF MASTERY TO AVOID MULTI-PLAYER HUMILIATIONS. SKILLED PLAYERS JUST WON'T LOSE TO QUAKE VIRGINS"

and won't be disappointed. The two-player game will even let you split the screen horizontally or vertically. Best of all, in four-player the action shifts almost as quickly as it does with one. It's nothing like *Unreal's* virtually redundant four-player mode and, yes, you can still see your gun trails. The only noticeable compromise is some hi-res texture detail and the lack of 3D power ups – which now appear as flat token icons.

INSIGHT

Quake's original developers, iD have been notoriously paranoid about piracy since advance copies of *Quake 3* were leaked onto the Net – as a result PSM2 wasn't allowed its own copy!

Since we've still got a long way to go before matching the hours we've spent playing *'Splitters*, it's too early to conclude that *Quake's* multi-player mode provides as big a long-term buzz as Free Radical's classic. But the frame-rate's certainly up there and the competition's equally intense. There's a five 'bot limit in the four-player mode, compared to *TimeSplitters'* 15, though the razor-sharp gameplay goes a long way to compensate. It's deadly satisfying to stalk your enemy from a high tier location, rather than flapping about with twin-miniguns. The level designs are certainly more interactive – the teleport and jump pads, water and lava pits, really get you thinking about tactics. Justly, the more skilled player should always win.

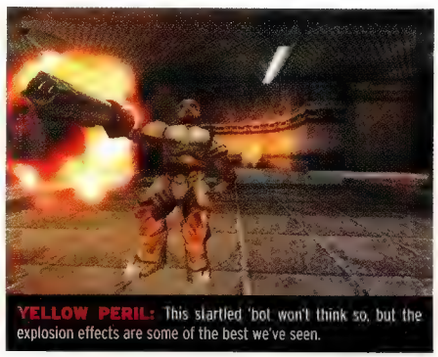
Quake has always been the premier on-line game, because it delivers the purest experience of any first-person shooter. Think of it as *Tekken* to *TimeSplitters' DOA2*. The levels are genuinely varied and require a degree of mastery to avoid multi-player humiliations. Skilled players just won't lose to button bashing *Quake* virgins.

LOCK AND... LOOOAAADDD

The only problem is that *Quake* was originally designed for a PC. The PS2 struggles with memory-intensive texture maps, of which PC *Quake* had plenty. The loading times are quite horrific – a good 30-40 seconds between levels. The multi-player game was never designed to run on a split screen, and sometimes looks messy. The explosions can obscure the action, while the dirgey characters look rubbish on the smaller screen. It's far from unplayable, but the bright Elvis impersonators and Gingerbread men from *'Splitters* leave a bolder impression.

So who should buy *Quake*? Well, if you own *TimeSplitters*, this is still a fine choice – the measured gameplay is a refreshing change. Single-player *Unreal* devotees may be less impressed, if only for the absence of an Assault mode. Ultimately, *Quake* is perfect for people who only want one first-person shooter on their PS2. It's *almost* as good a multi-player as *TimeSplitters*, and *nearly* as good a single player as *Unreal*. If you're a shoot-em-up fan with a big budget, consider this essential. *Quake* on PS2 has no right to be this good. **PSM2**

Quake gets the jump on Infogrames' tardily-timed Unreal Tournament.



YELLOW PERIL: This startled 'bot won't think so, but the explosion effects are some of the best we've seen.

FRAGGER'S CHOICE

1 **TIMESPLITTERS**
The multi-player mode *just* seals it, because the game was specifically designed for the strengths of PS2.

2 **QUAKE 3 REVOLUTION**
Graphically ace with outstanding gameplay.

3 **UNREAL TOURNAMENT**
A solid solo player, fabulous weaponry but disappointing multi-player mode.

PSM2 VERDICT

GAMEPLAY
+ Juicy, pure combat that rewards continued devotion.
- The joypad is a wee bit fiddly for precision aiming

GRAPHICS
+ Super-fast environments and explosive action at 60fps.
- The four-player split screen gets a little busy.

SOUND
+ Nice thuds, splats and booming voices.
- Typically godawful background music

LIFESPAN
+ Multi-player mode and difficult solo campaigns.
- Repetitive scenery and endless blasting.

OVERALL
The cream of first-person shooters converts flawlessly to PS2, bridging the gap where *Unreal* ends and *TimeSplitters* begins.

85

TIME SPLITTING

CAVERN COST-YER
Cave levels bombard you with wing-threatening boulders at every turn.

OUT UK NOW

SKY ODYSSEY

The Japanese loved it, the Americans loved it and, in its short life here, we've been singing its praises too. So, how can a flight sim possibly make PS2 players go weak at the knees?

REVIEWER: Tim Weaver

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RING PEACE: Check points lead you through the open skies to stop you getting too lost in the wide blue yonder...

Often it's the best games that turn up unnoticed. Recall, for example, *Driver* or *Tomb Raider* on PSone. Both are now international mega-hits, keeping developers Reflections and Core in Armani suits, four course lunches and X-reg Porsches. But, during development, no-one paid them that much attention – it was only at review stage that mags the world over realised what they were sitting on. *Sky Odyssey* – at least in terms of the out-of-the-blue bit – is the same.

In truth, it's perhaps not as original as websites the world over have made out, though it's undoubtedly very playable; and for a machine seemingly intent on only producing games where you either, a) drive very fast and very dangerously, or b) butcher things, *Sky Odyssey* comes as something of a breath of fresh air – a game that requires no destruction at all, only exceptional mastering of thermals, the ability to use a rudder, and Virgin-style landing skills.

AIR BEAR BUNCH

If you've played *Pilotwings* on N64, you'll find this to be an almost exact – if inferior – replica. You're given a choice of airborne vehicles and you're set tasks like hitting mid-air targets, collecting packages and landing successfully on moving trains. Other elements are thrown into the mix too: nasty thermals affect your flight path by pushing you up, down and sideways, while your throttle also has to be contended with. Too much

INFO

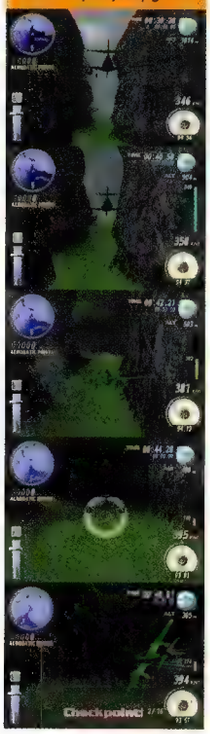
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Cross
- **PUBLISHER** SCEE
- **GAME TYPE** Flight Sim
- **PRICE** £39.99
- **ESSENTIALS** DualShock 2, Memory Card

DETAILS

- 11 planes, including secret vehicles like Gyrocopters and gold and silver UFOs.
- 12 adventure missions, 10 Sky Canvas stages, nine Target stages.
- Free Flight mode that allows you to go anywhere you want... er, sort of.

IMPACT POINT

Killing off those knots and taking a dive into a canyon as tight as a duck's arse. Perfect. This is what makes *Sky Odyssey* great.



SAUCY: You can unlock the secret UFO 'Type Gold' by getting gold on every mission in target mode. There's a silver one as well...

and you'll have the turning circle of a small Eastern European country, too little and the plane will stall, handing you an uncomfortable one way ticket downwards. Hit the ground at speed and it's game over.

What *Sky Odyssey* asks you to do is essentially very simple. Targets are displayed on the radar in the top left so you're always aware of what direction you need to be travelling in, and the actual objectives themselves vary very little from the central theme of hitting goals. What ramps up the difficulty is the environment and how it sits. Some targets are placed in tiny canyons, while some appear below you as you cruise over the brow of a hill. Time limits mean you can't take too long over collection, so knowing where the targets are – and how to manoeuvre back around should you miss them – is where the game's challenge really comes.

INSIGHT

Developers Cross are virtual unknowns, even in their native Japan. In fact, the have no website, no apparent contact details and their on-line CV doesn't actually feature any games. Quite impressive that they should produce *Sky Odyssey*, then.

environments, the securing of objectives can be done without too much thought to the locales. But initially it certainly confuses and, when you get your hands on faster aircraft, you sometimes find yourself going so fast there seems to be nothing else to see but reams and reams of white fog. Check the very last level for a perfect illustration of this. Most disappointing is that the visuals even have to *be* like this. Even on PSone right at the very start of its life developers were churning out comparative graphics; it's really very, very poor.

CATCH THE DRIFT

However, put aside the fact that visually *Sky Odyssey* is not only dissatisfying but, at times, confusing, and you're left with a title that's largely excellent. The feeling of flight is superbly recreated, while the basic nature of the objectives allows you to sit back, chill out and take to the skies – an unusual feeling for a PS2 game. Indeed, the best moments in the game come when you're not really doing anything. The Free Flight mode doesn't set you any tasks at all, while Sky Canvas has you creating patterns in the air using smoke trails, a mode that doubles up as an excellent opportunity to put together comedy willies a thousand feet up.

"THE FEELING OF FLIGHT IS SUPERBLY RECREATED, WHILE THE BASIC NATURE OF THE OBJECTIVES ALLOWS YOU TO CHILL OUT AND TAKE TO THE SKIES"

This is furthermore complicated – this time unintentionally – by the game's absolutely woeful visuals. The scenery is bland and samey, making depiction of areas difficult, but more significantly, fog draws so closely you're very often struggling to see targets and distinctive landmarks until they're suddenly upon you – or, more likely, behind you and gone from view. Fortunately, it doesn't affect the game as much as you'd expect because when you familiarise yourself with the radar and

Developers Cross seem to have overlooked a number of obvious inclusions such as secret areas to explore and mini-games to complete (Free Flight, for example, is crying out for extra things to do) and because of that – and because it's just nowhere near as inventive – it never comes close to matching the brilliance of *Pilotwings*. But, that said, what also needs to be recognised is that this is a brave, thoroughly enjoyable stab at something *different* on PS2, and while it won't appeal to everyone, it's fantastically left-field and great because of it. **PSM2**

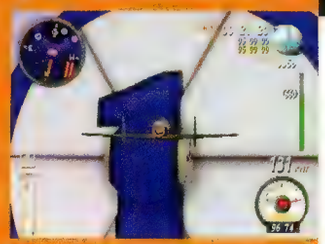
Whip out the cheeks and give that prop a boom. Sky Odyssey is ready for take-off now.

BUZZ LIGHTLY: Early featureless vistas soon give way to towns and hidden seats of ancient civilisations.

TAKE DIVE

The three different modes actually have a lot in common, as tasks in each tend to overlap. In fact, it's the Free Flight mode that is, arguably, of most interest, as you can explore the terrain as you like. If only there was a little more to *see*...

ADVENTURE: Here you've got 12 target collection missions to complete.



TARGET: You hit numbered targets, but strangely, not in any actual order.

SKY CANVAS: Create shapes in the air with your smoke trail. Here we're perfecting the art of the triangle.

CHILL OUT CHOICE

1 **FANTAVISION**
Odd but great fireworks display. Keeps the brain ticking over with its fiendish puzzles.

2 **SKY ODYSSEY**
The gaming equivalent of the 'special' air they give you when you have your molars taken out.

3 **AQUAAQUA**
A water-based *Tetris* that sort of works if you accept that it's not as good.

PSM2 VERDICT

GAMEPLAY
+ Hugely addictive, while the feeling of flight is excellent.
- Where are the stop-offs, secrets and min-games?

GRAPHICS
+ The best thing you can say is that the planes are lovingly crafted.
- The textures are rubbish and the level of fog is unforgivable.

SOUND
+ Tinkly tunes, engine noises, sturdy aural performance...
- sturdy but nothing special.

LIFESPAN
+ The missions are tough and each mode offers something new.
- Could have had more to offer in the main Adventure mode

OVERALL
***Sky Odyssey* is likely to be a rarity on PS2 – a game almost entirely free of action – and for that reason alone it deserves to be played.**

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FLY AND MIGHTY

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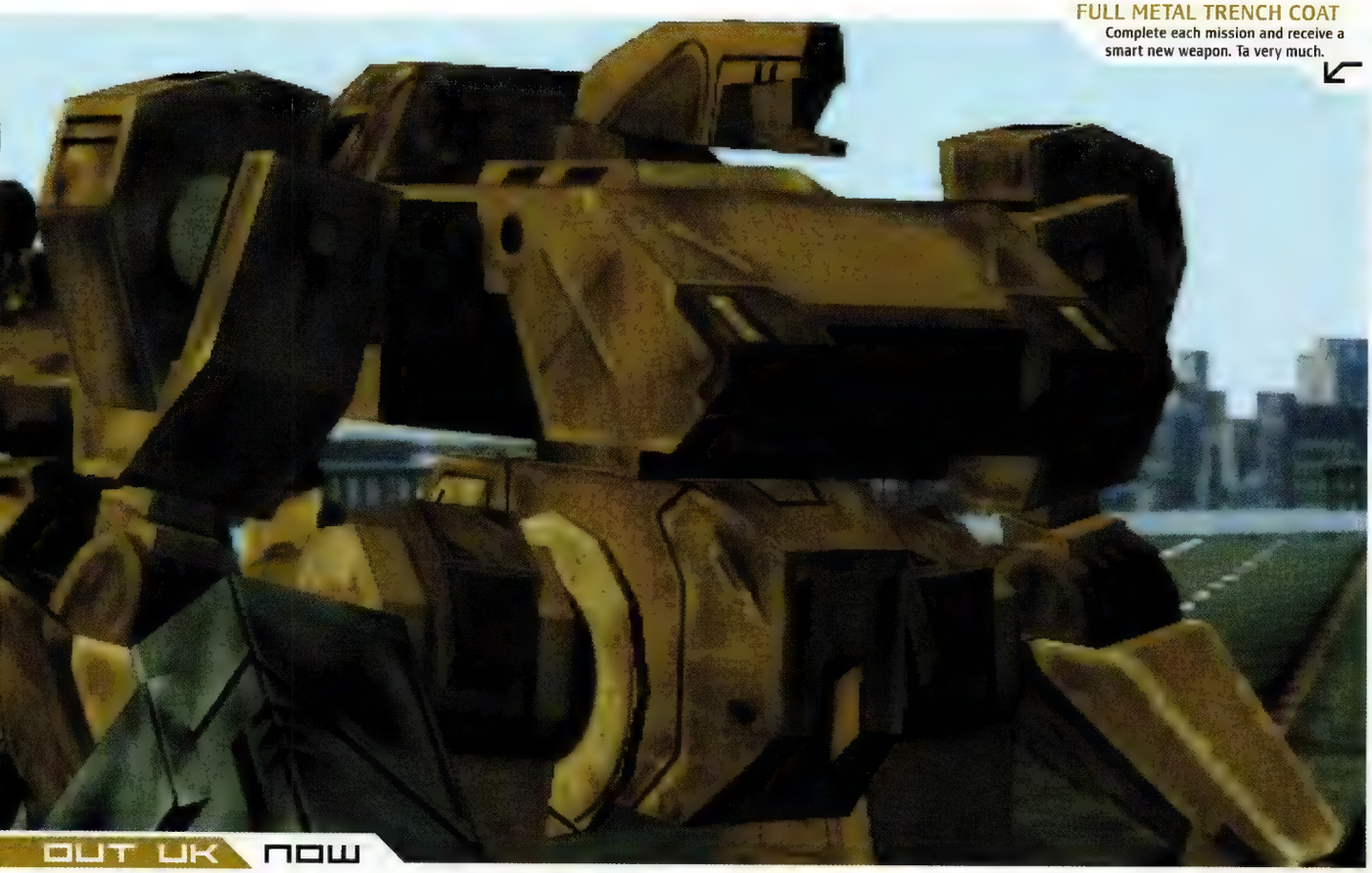
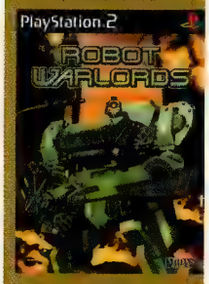


FULL METAL TRENCH COAT
Complete each mission and receive a smart new weapon. Ta very much.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** DaZZ
- **PUBLISHER** Midas Interactive
- **GAME TYPE** Mech Strategy
- **PRICE** £29.99
- **ESSENTIALS** 1-2 Players, Memory Card, DualShock 2



DETAILS
- A selection from over eight playable characters although only four can be seconded to your team at any one time.
- A convoy load of heavy weapons including the death-dealing GG-080 and the devastating RL-M1.

OUT UK NOW

ROBOT WARLORDS

More Tokyo trouncing for steel trouser fans. But is the game known in Japan as *Velvet File* seductive enough to soothe our *Ring of Red* passions?

REVIEWER: Jonathan Bryant

Toshiro Tsuchida got it right. In his role as the director of *Front Mission 3* he had the art of animated mech death down to a tee. Select an attack, watch the weapon hit home, read the damage points as they float up and move on to your next target. Superlative. So for a game that's practically a direct lift of Square's 'bot-based series you'd expect something equally impressive, especially with the might of PS2 crunching the numbers. Sadly, this title falls well short of the mark.

Despite the detailed recreations of Tokyo and an impressive sense of scale, the visuals don't leave your optical nerves singing. The animations are cumbersome and slow and the camera sports an annoying blur effect that jars the eyes. But looks aren't everything, and even the most shoddily dressed can still come up with a reasonable level of gameplay. Such is the case with *Robot Warlords*.

BOLT ACTION

Your team of mechs – Bullets – have a host of variable options in both their set-up and tactics allowing you to indulge in some complex strategies (be warned – this is a true turn-based strategy game, not an action shoot-em-up). For example, you're able to lay down smoke while retreating to obscure an enemy's line of fire. Or you can hold your ground and provide cover for units as they move into close combat. Subtle stuff, but even these touches of ingenuity are let down by a limited level design. Unlike *Front Mission 3* where you could take to the roof-tops to gain tactical advantages, the action here's confined to street level.

Also, the plodding pace of the animations does little to convey a sense of hard-hitting action regardless of how complex your orders were. And, as far as the maze of on-screen information is concerned, deciphering hieroglyphics by touch would probably produce quicker results.

TWO HARD

Where *Robot Warlords* does break away from the usual mech strategy formula is with the inclusion of a two-player head-to-head challenge. A chance for DaZZ to do something inventive and new? Erm, no. The gameplay doesn't lend itself to this type of confrontation, especially when each side has just the four Bullets to contend with.

It's not that we truly dislike this game it's just that with *Front Mission 3* on PSone available for half the price and the potential of PAL *Ring of Red* just round the corner, there's really not a lot here to keep die-hard mech fans hooked. **PSM2**

Robot Warlords has a two month lead on Ring of Red – it'd better make the most of it

INSIGHT

Despite crushing Hanenda Airport beneath their leaden boots, the boys at DaZZ are also responsible for creating *Lake Masters EX* – a virtual carp fishing game that'll be released on PlayStation 2 in Japan.

DESERT FOX Getting your head around the games interface takes time, but ultimately yields results.

HAMMERSTEIN'S CHOICE

1. **RING OF RED** The Japanese version of the game was well received by us back in PSM2#04 and we're looking forward to getting our hands on the English translation in May.
2. **FRONT MISSION 3** Not as tidy we'd like, but still a tanker full of inventive gameplay and well throughout strategy.
3. **ROBOT WARLORDS** Ultimately, this is disappointing on so many different levels.

PSM2 VERDICT

GAMEPLAY
+ Decent level of tactics and piles of lovely weapons to play with.
- Confined to the pavements and incredibly stilted.

GRAPHICS
+ Tidy menus and impressive recreations of Tokyo city.
- The mechs lack detail and the animation quickly gets boring.

SOUND
+ Good soundtrack and the menu noises are nicely mechanical.
- The thud of mech feet soon sends you postal.

LIFESPAN
+ Manages to pack a lot in.
- The two-player doesn't add anything to the longevity.

OVERALL
A derivative game that packs enough tactical thought to amuse but not enough to test the metal of armchair commanders.

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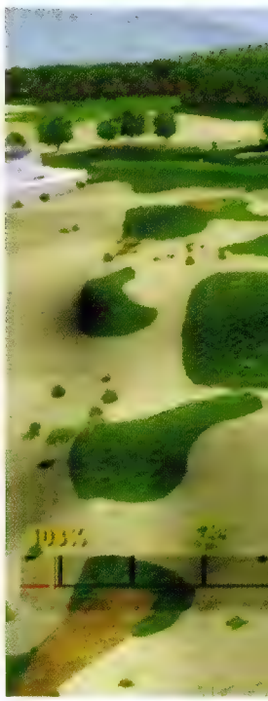
CORROSIVE

FAIRWAY TO HEAVEN: A sunny day, a cool breeze, and you don't even have to walk anywhere. Perfect.



OUT UK NOW

TIGER WOODS PGA TOUR 2001

It's got his name on it, so why isn't it perfect? Money Man proves his infallibility... **REVIEWER:** Joel Snape

SANDY BALLS: Bunkers aren't as terrible as you'd think. You're unlikely to get completely stuck.

Yes, Tiger Woods looks undeniably cool juggling a golf ball between his legs on the title screen. Yes, EA have stuck their typical brand of hip-hop-lite on the front end, because that's what EA do on sports licenses. But all of that sets completely the wrong tone, because this is golf – the sport favoured by mobsters, newly rich popstars and men in Farrah slacks. It's not cool, and the games never really change. Right? Well, no.

For a start, the traditional triple-tap system's been abandoned. Instead of setting your power and accuracy with carefully timed button-taps, you start to swing by pulling back on the Analogue stick, then shove it forward when you reach the desired shot strength. Tugging the stick left or right hooks or slices the ball, so the idea's to keep it smooth. Awkward at first, it soon begins to feels more like golf than the staccato button jabbing you'll be used to. You have to keep recalibrating it in the options as you play, though.

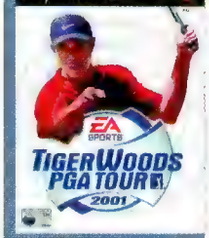
The spin system's been similarly revamped, although this time to less satisfying effect. Rather than setting spin before a shot, you adjust the ball's trajectory with the D-pad while it's in mid-air. This kind of aftertouch-based control works well in fast-paced games like *ISS*, but it seems a bit

"ATMOSPHERICALLY, TIGER'S EXCELLENT – PERFECTLY RECREATING THE LAID-BACK-YET-INTENSE COMPETITION OF A REAL TOURNAMENT"

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Electronic Arts
- **PUBLISHER** Electronic Arts
- **GAME TYPE** Golf Sim
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players with MultiTap or single DualShock 2 Memory Card

PlayStation 2



DETAILS

- Six motion-captured golfers – Mark Calcavecchia, Stewart Cink, Robert Damron, Brad Faxon, Justin Leonard and Tiger Woods.
- Three courses.
- Five modes – Skins, Match Play, Practice, Stroke Play and Tournament.

ON THE FLY: You can only really appreciate the detail in the courses from the aerial view.

SPIN ME RIGHT ROUND: You can rotate your view of a putt with the shoulder buttons. Handy.

'dang!' Unfortunately, the graphics are less detailed – trees shed leaves when you whack a drive into them, but there's no discernible ripple if you slice into the water, and no spray of sand when you chip out of a bunker. The replay function's even worse – tapping ⓡ after a shot will give you a number of views, but there's none of the precise control you'll see in *NBA Live*. Fancy seeing that hole-in-one from the green? Tough.

REAL 'EM IN

As a realistic golf game, *Tiger's* let down by the weakness of its licence. In a multi-player game, someone's going to have to pick from the likes of Brad Faxon and Stewart Cink – familiar faces on the golfing circuit, but not exactly household names. If *Knockout Kings 2001* can feature matches between Ali and Frazier, why can't we see Faldo against Nicklaus here? Also, the lack of courses is shocking – playing through all 72 holes won't take much more than a couple of hours.

Alone, *Tiger's* little more than a reasonable challenge. The AI's clever enough to make it seem human – it'll overshoot and get stuck in bunkers just as often as you, but also pull off the occasional 20-foot putt to keep things pretty interesting. Tournament and Stroke Play are enjoyable enough, even if the Scenario mode's a waste of time – suddenly being told you've got one hole to win a million-dollar skin doesn't pile the pressure on – *it's not real money*. With human opponents though, Skins is ideal – if you're tied through the first holes, the tension mounts as the money stacks up, and the real-time control system makes keeping your nerve essential. It's more pleasant than inspiring, but it's still the ideal way to unwind after a savage game of *Tekken* or a night on the batter. **PSM2**

Tiger Woods PGA Tour 2001 *is available to buy now. Go on, have a look if you don't believe us*

EAGLE STYLE: The kung fu celebration's uncharacteristic.

redundant in the sedate world of golf. When a ball veers back onto the fairway in response to a golfer bellowing 'bank right!', it's all a bit too Obi-Wan Kenobi to make any sense. Still, at least they didn't try it in a snooker game. Another clever touch is the tap-in feature – if your shot lands within a foot of the hole, jabbing ⊗ automatically putts it in, eliminating the potential indignity of missing from three inches.

Atmospherically, *Tiger's* excellent – perfectly recreating the laid-back-yet-intense competition of a real tournament. Here, the sound comes to the fore – birds chirp and waves lap against the beach, and each shot's met with polite applause or a dismayed groan from a crowd who EA still feel it unnecessary to bother rendering. The commentator whispers so as not to disturb you, and your golfer occasionally loses himself in the excitement, screaming 'get on the green, baby!' or

IMPACT POINT

OK, picture this: you've come up evens the last two rounds... your mate thinks the $200,000 skin's his – then you nail a dramatic 20-foot putt along a slope to make a birdie and take the match. Classic.

...HIDDEN DRAGON: Players squat and tuk over difficult balls. It's a nice touch, even if it slows the game down.

DIFFICULT TERRAIN

Putting, often the most infuriating part of computer golf, is cleverly handled in *Tiger Woods*. While most games are content to superimpose a simple grid on the green – which doesn't help much – holding down ⊗ actually exaggerates the contours of the terrain around you, making it much easier to gauge the slopes. It's the next best thing to squatting down and getting a worm's eye view.

BENDY HILL: It looks fairly flat – but hold down ⊗, and the gentle slopes suddenly take on nightmarish proportions...

INSIGHT

American lifestyle magazine POV have estimated that Tiger Woods will earn $2.3 billion by the end of his career – about four-times the yearly Gross Domestic Product of Liechtenstein.

CLUBBER'S CHOICE

1 **TIGER WOODS PGA TOUR 2001**
Not outstanding, but an enjoyable way of spending a lazy Sunday afternoon.

2 **SWING AWAY GOLF**
The cute option – also lets you control a Playboy bunny. Swing away, indeed.

3 **EVERYBODY'S GOLF 2**
The best golf game on the PSone, now starting to show its age.

PSM2 VERDICT

GAMEPLAY
+ Inventive control system, which just about works.
- The aftertouch is out of place.

GRAPHICS
+ Nice detail on the golfers – right down to their tasteless shoes.
- Visible spectators for once would've been nice.

SOUND
+ Thwunk, swoosh, thump. Mild applause. Lovely
- The intro's breakbeats miss the point.

LIFESPAN
+ Challenging alone, surprisingly competitive with multiple players.
- Three courses? Three!? Jeeeesus.

OVERALL
Tiger Woods captures the feel and emotion of golf perfectly – it's just a shame there aren't more levels or characters

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RELAXED

CHECKPOINT CHARLIES: Despite the 'go anywhere' promise, you're still tied to making the waypoints on the track.

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be produced from a supercharger or turbo charger. The vehicle must already be equipped with a supercharger or turbo charger before you can install an air to water intercooler. Performance effect: vehicle torque increased by 10%, vehicle weight slightly
Select
Back

TRACKS OF OUR TEARS
It's a shame that not as much time was spent on the courses as the SUVs.

OUT UK now

4x4 EVOLUTION

SUVs leave clogging up town centres to indulge in some joyless mucky racing.

REVIEWER: Mike Jenkins

Careening around in 4x4 monsters, kicking up dirt, ploughing through deserts or flying over rolling hills – sounds fantastic. Or does it? Can you remember the last great 4x4 racing game? No, neither can we. And although, at first glance, *4x4 Evolution* looks meaty, in reality it's a very tame affair.

Yet you can't fault the game when it comes to racing options and tarting up one of your 70 vehicles. All the modes you'd expect are firmly in place – Quick Race/Versus, Time Attack – plus a *Gran Turismo*-like Career mode where you can purchase parts to soop up your machine. Also, you can tinker with your 4x4 set-up in all of the modes, and for once the explanations for tweaks and adjustments are clear and genuinely helpful. It does border on the seriously nerdish at times and only true enthusiasts will thoroughly take the spanner to their vehicles, but it's still fairly impressive, nonetheless.

OK, now for the game proper. Fifteen courses of various terrain require you to nail checkpoints on the way, but the open nature of the tracks encourages plenty of short-cut 'cheating'. Again, the idea's sound in principle, but in practice you can't wander too far off the beaten track because of those checkpoints. You'll cut the odd corner here and there, but for all that it's still point-to-point racing of the bog-standard kind.

INSIGHT

In its first 'corporate citizenship report', Ford Motor said SUVs contribute more than cars to global warming, emit more smog-causing pollution and endanger other motorists. Arse.

And therein lies *4X4 Evolution's* downfall – there're plenty of options and decent ideas, but as a whole it's tame racing with no real sense of speed. So 4x4s aren't F1 mercurial machines – but this *is* supposed to be a racing game. Getting to the finish line first in itself isn't thrilling – it's the ride that gets you there that counts and that should mean plenty of nip and tuck excitement.. With *4x4 Evolution* your thumb turns white as you squeeze the pad in the vain hope of going slightly faster than your local Mr Whippy.

Visually, it's no great shakes either. Passable as a PS2 title, maybe, but the admittedly big courses are lame, uninspiring arenas, seriously lacking the wow factor that the huge open terrain of *Smuggler's Run* provoked. And the comparison with *Smuggler*'s isn't accidental. If anything, *4x4 Evolution* is a checkpoint racing version of *Smuggler's Run*... without the hill-leaping, cop-bouncing, neck-breaking hurly burly fun. To add insult to injury, the sounds in general are terrible – the engines are especially poor, purring along with all the conviction of an electric toothbrush.

4x4 Evolution is particularly disappointing, not because it's generally shonky, but because all the ingredients are in there to make for some stonking fun. But fun it ain't, because those ingredients are poorly realised. Another few months being tweaked might have done the trick, but as it is it's just another PS2 racer that bites the dust... in the worst possible sense. **PSM2**

Sharpen those bull bars. 4x4's out now.

INFO
- **CODE TESTED** PAL (UK)
- **DEVELOPER** Terminal Reality
- **PUBLISHER** Take 2 Interactive
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 players, DualShock, Memory Card

PlayStation.2

DETAILS
- Three modes.
- 15 courses, with hazards including gate, trees and... Jaysus, tractors.
- Over 70 licensed Sports Utility Vehicles, (SUVs) which can all be fully customised.

"THERE'RE PLENTY OF OPTIONS AND DECENT IDEAS, BUT AS A WHOLE IT'S BLAND, TAME RACING WITH NO REAL SENSE OF SPEED"

SUSPENSION OF DISBELIEF: Bouncing around's reasonably realistic but, unfortunately, it's unrewarding.

RACER'S CHOICE

1 **MOTO GP**
OK, so you get punished for going off-road in Namco's game, but it still offers the best racing thrills on PS2 to date.

2 **SMUGGLER'S RUN**
Gob-smackingly huge terrain with tons of redneck smuggling fun. If it only it wasn't so damn shallow...

3 **4X4 EVOLUTION**
Back of the pack in Nofunland.

PSM2 VERDICT

GAMEPLAY
+ Enough options for the most eager of machine tweakers.
- Actually driving the 4x4s is as boring as hell.

GRAPHICS
+ Big courses of varying terrain reflected well in the graphics.
- Everything looks pretty bland, with PSone flavoured vehicles.

SOUND
+ Great sound of kicked up debris glancing off the windscreen.
- Every other sound is weak, with 'sewing-machine' engines.

LIFESPAN
+ Races can be tweaked in almost every way. Plenty of challenge.
- Yawn – you'll last a few hours at most, even in the two-player.

OVERALL
There's a nod to quality in the depth of options and courses but, ultimately, there's little joy to be had from an essentially dull racer.

40

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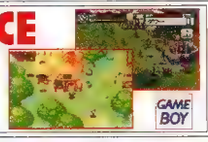

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I'VE A LION IN MY POCKET: This is you, Jean-Luc Cougar, hiding behind the wall. Those guys coming for you are Crying Lion Terrorists, and they must die .

OUT UK JUNE JAPAN NOW

OPERATION WINBACK

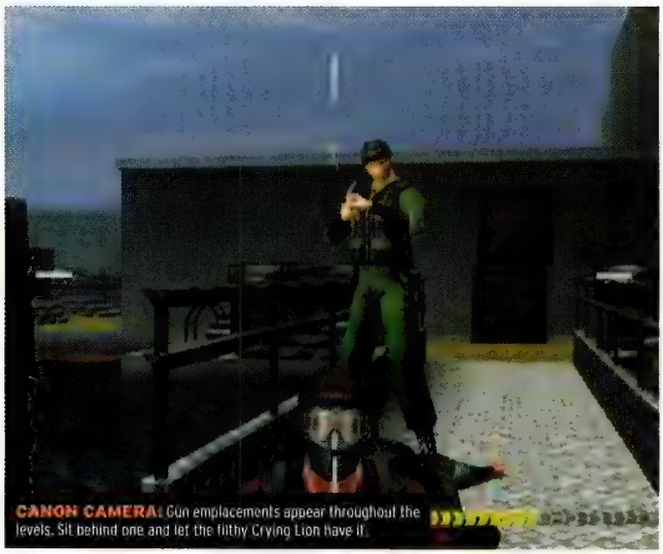
It's the Gulf war all over again – only this time the GULF's a killer satellite and the only man who can save the day is SCAT-man Jean... **REVIEWER:** Jonathan Bryant

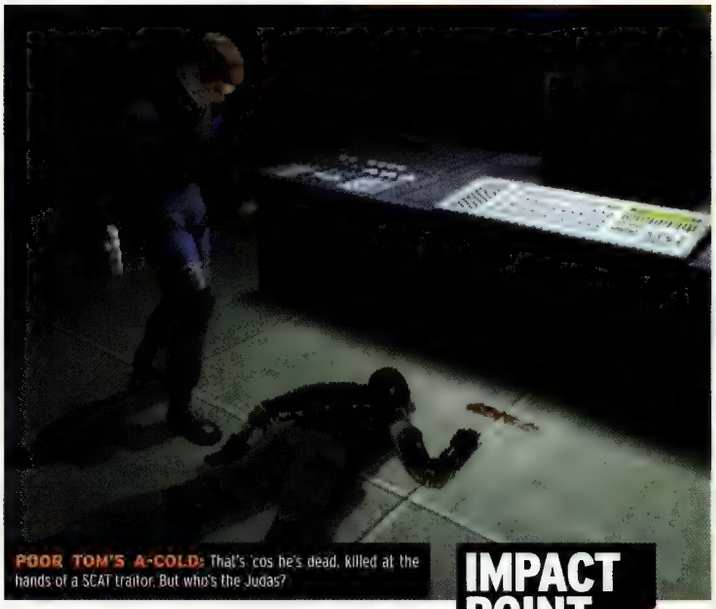
INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Koei
- **PUBLISHER** Koei
- **GAME TYPE** Action/Adventure
- **PRICE** ¥6,800
- **ESSENTIALS** 1-4 Players, MultiTap 2, DualShock 2, Memory Card

DETAILS

- 31 single-player levels littered with goons who are happy to flicker out of existence rather than 'choose life'.
- 28 characters available for the multi-player modes of which there are four: Deathmatch, Team Battle, Point Match and Team Point Match.
- Over six lethal lumps of hardware, including: a hand gun (with and without silencer), a sub-machine gun, a shotgun, a Gatling gun, a rocket-launcher and soppy old C4 explosive.


CANON CAMERA: Gun emplacements appear throughout the levels. Sit behind one and let the filthy Crying Lion have it.


POOR TOM'S A-COLD: That's 'cos he's dead, killed at the hands of a SCAT traitor. But who's the Judas?

***Metal Gear Solid 2* this ain't, but if we were to immediately sharpen our critical knives and carve this title to the bone, we'd be missing out. Released on N64 in 2000, the earlier title did little to woo gamers, thanks to its heavily fogged visuals and hesitant gameplay. But now, after a session in the 128-bit buffer, everything's now a lot more satisfying in both the graphics and gameplay departments. And yet, despite these renovations, the plot and level structure remain completely unaltered.**

Flick past the intro screens and you immediately take on the role of one Jean-Luc Cougar, a member of the government's Strategic Covert Actions Team – hence SCAT. (SCAT? *Ring of Red*? *Eternal Ring*? Has the world gone butt mad? Is it just us?) Anyway, your mission is to deal with a terrorist group calling themselves The Crying Lions who have taken over GULF's control centre. Cockily flaunting their red combat jackets, they hold the government to ransom while hanging about in a moody manner just waiting for someone to stop them. That someone – of course – is you.

The game breaks down into a series of interconnected levels and, although they're all very linear in construction, there's enough variation to keep life interesting. Set pieces pop up from time to time allowing for moments of rooftop sniping, while the challenge of taking down multiple assailants keeps you on your toes.

The game's controls soon become second nature – with the right Analogue dealing with the camera while your movement around the level is governed by the left-hand stick. Ram it forward and he runs. Nudge it just slightly and Jean-Luc takes a stealthy approach. This leads to the game actually reacting to what you're up to. Burst into a room with pistols ablaze and a gang of terrorists will pop up to assist their mates. Go for the softly, softly option – with its stylish pistol whip attack – and you'll only face the guards currently in the room.

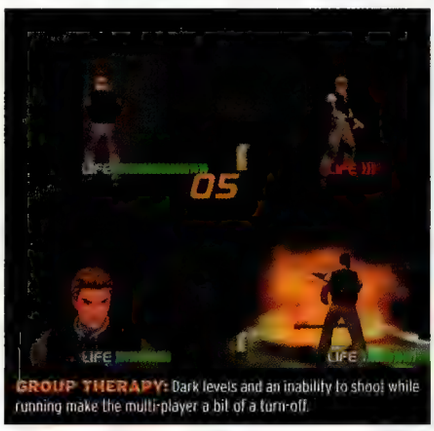
As well as these stealth tactics, Jean-Luc is also blessed with some cool open attacks, including a highly intuitive side-step and pounce that you soon learn to use whenever entering a new situation. In fact, there're only two areas where the motions of our hero give us a bad case of the jitters. The way he runs – which gives the impression that, although outwardly impervious to fear, he has, in fact, messed himself – and the small matter that both small piles of sandbags and concrete walls are equally impassable to him.

MO' FLAWS

To distract from these nagging flaws you do have the boss confrontations that add much-needed spice to the mix, as well as various tactical dilemmas such as gas or explosive filled rooms. Visually, however, the game still won't win any awards. Yes, everything is a damn sight sharper than the cloudy N64 days (and so it should), with a now visible horizon and a sky that flows past at an impressive rate, but there's still plenty of room for improvement. The landscapes are bleak and crate-filled (where would developers be without the humble crate, eh?), while the colours definitely won't leave your eyes sparkling with wonder. Whatever the drawbacks in the graphics, they're still tidier than those we've seen in both *Oni* and *X Squad*. With these games in mind, it's obvious that we've had a poor showing for action/adventure so far, and although *Winback* doesn't come close to the expected splendour of *MGS2* or *Project Eden* it certainly does a job while we wait for the arrival of the bigger guns. PSM2

The UK PAL version will be available in June

"WHATEVER THE DRAWBACKS IN THE GAME'S GRAPHICS, THEY'RE STILL MUCH TIDIER THAN THOSE IN BOTH ONI AND X SQUAD... WE'VE HAD A POOR SHOWING FOR ACTION/ADVENTURE SO FAR"



GROUP THERAPY: Dark levels and an inability to shoot while running make the multi-player a bit of a turn-off.

BROWN BREAD: Matt dies early in the proceedings. His character turns his back on you at the selection screen.

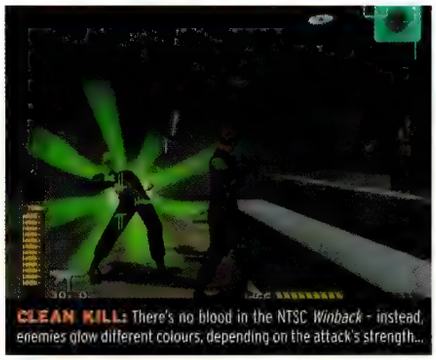
IMPACT POINT

Gun glorious guns, there's nothing quite like 'em... And *Winback* packs enough of a .45 calibre punch to keep you smiling like Kriss Akabusi in even the most deadly of situations. It's like Lee Van Cleef's gun saddle in For A Few Dollars More... only much, much bigger.

Joining *Onimusha* and *The Bouncer* this game gives you the ability to have both voice-overs and captions in gritty Anglo-Saxon.

INSIGHT

There have already been two well received titles from Koei on PS2 – *Dynasty Warriors 2* and *Kessen* – and now, with *Operation Winback*, the forthcoming *Kessen 2* and the musical action adventure *Guitarman* it's obvious that the Japanese coders are set to consolidate their position.


CLEAN KILL: There's no blood in the NTSC *Winback* - instead, enemies glow different colours, depending on the attack's strength...

GUNRUNNER'S CHOICE

1 **OPERATION WINBACK**
Drags you around by the nasal hair, but has enough heart pounding combat and set pieces to leave you wanting more.

2 **ONI**
The biggest selling PS2 game in America at the moment. A nation can't be wrong... can it?

3 **X SQUAD**
Minimal team tactics and dull gameplay leave this last.

PSM2 VERDICT

GAMEPLAY
+ Forces you to push the abilities of Jean-Luc to the limit.
- Compared to *Oni's* Konoko, our hero's physically challenged.

GRAPHICS
+ Crisp animations and cut-scenes that use the in-game engine.
- It's ultimately another grey world full of boxes.

SOUND
+ Meaty gun retorts and accurate alterations in surface noise.
- The voice acting's cheesier than a sock full of Stilton

LIFESPAN
+ The game's 31 single-player levels eat up the hours.
- The multi-player doesn't do anything to assist the replay value

OVERALL
As we said, no *MGS2* but still a clever and compelling battler with enough plot twists to keep the 'one more go' factor at a premium.

68

SEMI-AUTOMATIC

DON'T STOP ME NOW: Arnie at his most sinister as the persistent 'borg from the future.

OUT UK NOW

THE TERMINATOR: SPECIAL EDITION

It turned James Cameron from a piranha-flinger into King of the World...

REVIEWER: Dan Jolin

STARRING ..... Arnold Schwarzenegger, Linda Hamilton, Michael Biehn, Lance Henriksen
DIRECTOR ..... James Cameron
CERTIFICATE 15
PRICE £24.99

It's hard to believe that in the space of a few years, Canadian beardie James Cameron went from lobbing rubber piranha fish around the Caribbean in Piranha 2: The Spawning, to making one of the most influential sci-fi thrillers of the '80s, while simultaneously turning Austrian strong-man Arnold Schwarzenegger into a Hollywood A-lister.

Of course, partly due to a paltry $6 million budget, The Terminator lacks the scope, scale and pioneering CG work of its bigger, younger brother. But the original is certainly the edgier of the two, lacking T2's spunky-kid and robot-seeking-humanity aspects. Plus it's packed with some hugely memorable and expertly executed action scenes, from the massive-body-count nightclub and police station rampages (the latter of which spawned top Arnie catchphrase 'I'll be back') to the climactic factory scramble.

Schwarzenegger was perfect casting for this relentless and supposedly unstoppable killing machine (although, oddly enough, Cameron originally had him down for the heroic role of Kyle Reese). There's a strong tradition of fearsome, lumbering stalkers in the horror genre, and it's to Arnie's credit that The Terminator is one of the most effective. It's not so much the body-building actor's immense physical presence as his poise and aura of confidence – it's easy to believe he's capable of squeezing off a volley of brain-puncturing bullets without so much as glancing in the direction of his victims.

Indeed, it was Schwarzenegger's many suggestions as to how the robot should behave and look which convinced Cameron that he was ideal for the part.

ROBO TOP

Certain elements of the movie have not dated so well, however. Sarah Connor's (Linda Hamilton) ludicrously puffy '80s hairstyle, for example, is hilariously distracting, while the cliched, sweaty-hands-clutching-bedsheets sex scene is so sloppy it very nearly derails the film entirely. But the time-looping plotline is still head-spinningly compelling, while both Hamilton and Michael Biehn, as heroic time-traveller Reese, keep the adrenaline pumping as they sprint from set-piece to set-piece with an increasingly battle-scarred Arnie-bot hot on their heels.

Most importantly, FX supremo Stan Winston's make-up and model work are still surprisingly convincing, whether we're watching the T-800's stop-motion, flame-blasted endoskeleton limping away from any one of a number of brutal batterings, or squirming at the sight of Schwarzenegger gouging out his eyeball.

Sure, sci-fi action has come a long way since The Terminator. But without the quantum leap James Cameron took, it would have taken a hell of a lot longer to get where it is now. **PSM2**

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US imports are Region One. Annoyingly.

INSIGHT

- OJ Simpson was considered for the role of The Terminator – but he was dropped when it was decided audiences wouldn't be able to take him seriously.
- Director James Cameron got the idea for the movie while suffering from sleep-deprivation during the editing of Piranha 2, when he had a vision of a metal man chasing a wounded girl.
- Cameron's agent at the time told him that The Terminator was a terrible idea. So Cameron fired him.

KILL-BOT'S CHOICE

1 **THE TERMINATOR** The biggest body-count and the baddest arsenal.
2 **ROBOCOP** Dead-cop cleans up the streets of Detroit...
2 **HARDWARE** Post-apocalyptic scrap metal sets about killing anything it can get its metal claws on.

PSM2 VERDICT

EXTRAS

Retrospective documentary ⿻ Other Voices ⿻ Cast and crew documentary ⿻ Deleted scenes ⿻ Script treatment ⿻ James Cameron's original artwork ⿻ Photo gallery ⿻ Publicity material ⿻ Trailers ⿻ TV Spots ⿻ DVD-ROM features ⿻ A wonderfully comprehensive insight into the making of a classic. The Other Voices doc traces all levels of constructing the movie. Cameron's concept sketches provide a great insight into the hard-ass helmer's brain.

OVERALL

Another great double-disc, special-edition treatment of an enduring movie. This is what DVD's all about – top film, great bonuses.

90

UNSTOPPABLE

Kobal Collection/River Road Prods

OUT UK NOW

X-MEN

Re-join the evolution as the muties go all digital...

REVIEWER: Dan Jolin

STARRING ..... Hugh Jackman, Patrick Stewart, Ian McKellen, Anna Paquin, Famke Janssen
DIRECTOR ..... Bryan Singer
CERTIFICATE 12
PRICE £19.99

Comics have always made for some dubious cinema. For every ripping multiplex-filling triumph (Batman, The Mask, The Crow) there're several strip-to-screen disasters (Batman And Robin, The Punisher, The Phantom). Which is partly why so many comic-based projects have stayed floundering in Development Hell. Until X-Men, that is. With Usual Suspects helmer Bryan Singer in the directing chair, what could so easily have been a messy, garish and brainless flop actually turned out to be an intelligent and stylish actioner which leaped to the top of the box office like a greased toad. And since then, the likes of Spider-Man and The Hulk have been pushed into production, with numerous other comic titles being given serious adaptation consideration once more.

LATEX TIGHT

The key to Singer's success is making sure he has decent characters before worrying about the action and effects. One of the problems X-Men faced was how to handle so many different mutants without losing focus, and Singer does this by trimming the group down and concentrating the bulk of the action on super-regenerating, claw-popping, hairy, borderline psycho Wolverine (Hugh Jackman), alienated, psyche-draining teen Rogue (Anna Paquin) and human-hating bad guy Magneto (Ian McKellen). This may've the downside of relegating the remaining team members to bit-parts, with group gatherer Professor X (Patrick Stewart) himself reduced to a plot-explaining narrator, but it keeps both the drama and the action tight.

Aussie unknown Jackman is particularly impressive as the hairy Canadian loner with the metal skeleton, using his Clint Eastwood-like looks and snarl to create a satisfying screen version of the fanboys' favourite mutie hero. And both McKellen and Paquin make the most of their screen-time privileges, too, with the former managing to revel in his character's malevolence without ever getting too hammy and the latter effectively revealing the tragedy of the mutant condition with a carefully restrained performance.

CHAIRMAN NOW: Patrick Stewart leads his band of misfits out into the world.

INSIGHT

- X-fans may spot the comic characters of Jubilee, Iceman, Pyro, Colossus and Shadowcat among the students at Professor X's school for gifted youngsters.
- X-Men's costume designers did attempt to recreate the character outfits as shown in the comic, but realised they'd make everyone look like Power Rangers.
- Wolverine may only have six claws, but more than 700 hard plastic blades were created for Hugh Jackman.

LE FREAKS, C'EST CHIC

This is, however, a comic-book movie, so the strong characterisation has to be backed up by equally strong action set-pieces and, of course, the crowd-pleasing special effects. And, despite the film's moderate budget, there's plenty of both, with Magneto chucking cars at policemen, slinky shapeshifter Mystique (Rebecca Romijn-Stamos) morphing from body to body and, thankfully, plenty of claw-snikting from Wolverine.

It's just a shame it all ends so abruptly, leaving you hungry for a huge final, flourish, when all you get is a slightly limp, 'to be continued...' cliffhanger ending.

Still, if we do get more, we can at least be sure on the evidence of this that it'll be worth waiting for, with X-Men's enjoyment factor even withstanding repeated disc-spins. Bring on the freaks... **PSM2**

SUPERHERO'S CHOICE

1 **X-MEN**
Super-sharp blades and Ian McKellen's excellent bad guy...

2 **BATMAN**
Ol' PVC pecs still has some entertainment value left in him.

3 **BLADE**
Slick but silly actioner. Look out for the sequel next year...

PSM2 VERDICT

EXTRAS
Six deleted scenes Interview clips Theatrical trailers and TV spots Mutant Watch featurette X-Men featurette Hugh Jackman screen test Storyboards and stills gallery

OVERALL
A truly enjoyable superhero action adventure, offering more complex character development and intelligent plot than you'd expect.

81

SHARP

SNATCH

OUT UK NOW

STARRING ..... Brad Pitt, Jason Statham, Dennis Farina, Vinnie Jones
DIRECTOR ..... Guy Ritchie
CERTIFICATE 18
PRICE £19.99

While Snatch is far from being a disastrous follow-up to Lock, Stock And Two Smoking Barrels, it does suggest that Ritchie should now attempt a change in direction – the words 'money' and 'old rope' spring to mind.

Brad Pitt is on top form as One Punch Mickey and Vinnie Jones is slightly more verbose than normal as Bullet-tooth Tony, but Snatch doesn't quite manage to match its colourful characters and stylish direction with a coherent or consistent plot. Put simply, it's likeable but messy. Still, it gets the double-disc treatment. **PSM2** **71**

DINOSAUR

OUT UK NOW

STARRING (VOICES) ..... DB Sweeney, Julianna Margulies, Alfre Woodward
DIRECTOR ..... Eric Leighton, Ralph Zondag
CERTIFICATE ..... PG
PRICE ..... £19.99 (Standard Edition), £24.99 (Collector's Edition)

Given that Dinosaur is the Mouse House's first ever full-CG 'toon (Toy Story and A Bug's Life were Pixar-produced), featuring photo-realistic thunder-lizards against live-action backgrounds, there's plenty to delve through here.

Imagine Walking With Dinosaurs with a Disney sentimentality and you're close: the animation is impressive and there's some pretty rough dino versus dino sparring, but they all talk, usually to spout toddler-teaching messages about 'co-operation'. At least, thank God, they don't sing and dance... **PSM2** **63**

ALSO RELEASED

THE ROCKY HORROR PICTURE SHOW: SPECIAL EDITION

Released Out now **Cert** 15 **Price** £24.99
Transexuals, aliens, reanimated corpses... they're all here in this freaky little über-cult musical. Certainly an acquired taste. **PSM2** **50**

SCREAM 3

Released Out now **Cert** 18 **Price** £19.99
The disappointing conclusion to Wes Craven's slasher trilogy. A passable comedy-horror in its own right, but it only leaves you cold. Shame. **PSM2** **60**

RETURN OF THE LIVING DEAD

Released Out now **Cert** 18 **Price** £19.99
This parody of/pseudo-sequel to George Romero's Night Of The Living Dead still has a little bite left, even if time's not been overly kind. **PSM2** **66**

DUCE BIGALOW: MALE GIGOLO

Released Out now **Cert** 15 **Price** £19.99
Comic Rob Scheider features as the world's worst man-whore, who has to date the world's weirdest she-johns. One to get drunk with. **PSM2** **63**

INTRODUCING...
Dan Jolin is Reviews Editor on Total Film, the magazine for people who love reading about movies as much as going to see them. The mag's packed with the latest Hollywood news, interviews and more, and is in the shops now...
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9 April
£19.99

Kobal Collection/Stanley Kramer/United Artists ■ Kobal Collection/Tri-Star

OUT UK NOW

Baked Beams: Serious alien weaponry and some tough bosses save the short gameplay.

C-12

One man against an alien army. Another rubbishly routine plot, but is *C-12* any fun?

REVIEWER: Andy Dyer

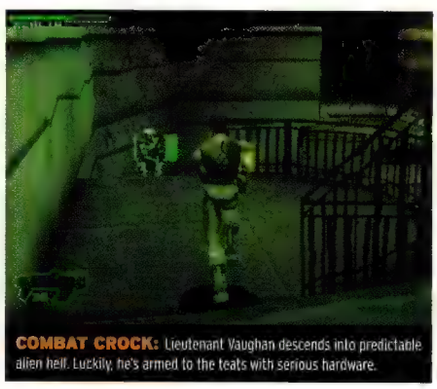
DEVELOPER	SCEE
PUBLISHER	SCEE
PLAYERS	1
PRICE	£29.99
ESSENTIALS	DualShock, Memory Card

The PSone market is pretty buoyant at the moment. There're more than six million machines in people's homes and Christmas showed record game sales. But there's a downside to a console's twilight years – and that's a dwindling numbers of original titles. As a result there're just a few meaty games to look forward to. *C-12* was to be one of high points, we thought. And comparatively it is, given the alarming amount of cruddy PSone games that have been guiltily skulking onto the shelves recently.

It's being rather crudely described as a cross between *Syphon Filter* and *Metal Gear Solid*, but in truth it's more a straightforward blaster than a stealth game. If the PSone can be accurately described as comfortably familiar, so can the plot of *C-12*. The future, no matter how hard Orange tries to persuade us otherwise, is not bright. Or orange. It's frikkin' bleak... again. The planet's in a dreadful state thanks to a brutal alien invasion, and the human race is all but wiped out. Some might think it serves us right, but the remaining survivors decide it's worth another stab and send lone hero Lieutenant Vaughan to sort out the hordes of cosmic hooligans. Normally we'd scoff at the old lone hero concept, but Vaughan stands a better chance than most because he's been handily tooled up with all sorts of alien add-ons (that crappy glowing eye you've probably seen in the artwork for the game is an enhancement rather than a severe ocular haemorrhage). Equipped with a superhuman constitution and an assortment of maps, communications tools and targeting devices, Vaughan is in great (if ugly) shape to take on the aliens.

"IT'S MORE A STRAIGHT-FORWARD BLASTER THAN A STEALTH GAME"

Initially the game's straightforward approach is its strength. Only a smattering of key collecting interferes with your fun as you run around the levels getting to grips with the weapons and taking minor decisions on whether to snipe from behind crates or just plough into the opposition all-guns-blazing. But this simplicity soon becomes a problem. The levels become repetitive and, more disturbingly, there aren't that many of them. Shame really. Nevertheless, *C-12* is worthy of your time and money, just bear in mind we've already seen the best of this type of game. **PSM2**



COMBAT CROCK: Lieutenant Vaughan descends into predictable alien hell. Luckily, he's armed to the teats with serious hardware.

INSIGHT

A quick scan of the Worldwide Information Superweb reveals that *C-12* is also a bill relating to an act respecting employment insurance in Canada. Funny, no?

SOLDIER'S CHOICE

1 **METAL GEAR SOLID**
Even this was fairly short. But it still remains a benchmark on how to push a console to its limit. Soon to be consigned to history's dustbin by *MGS2*.

2 **SYPHON FILTER 2**
Not nearly as classy as *Metal Gear*, but the gameplay is solidly pleasing.

3 **C-12**
Repetitive, but enjoyable.

PSM2 VERDICT

GAMEPLAY
+ Action-packed, straightforward and just plain fun
- Other games have already done this kind of thing better.

GRAPHICS
+ Perfectly good. Lacks gloss, but looks the part.
- It's a shame it wasn't a last graphical PSone flourish

SOUND
+ It's got the necessary gun noises Enough said
- A little too happy to be *just* adequate

LIFESPAN
+ Tough individual challenges.
- One of the game's main downfalls. Too short

OVERALL
Highly enjoyable blasting, nice weapons, unfussy gameplay. What it lacks is a touch of class... and a few more levels.

80

LACKING

OUT UK NOW

DUKE NUKEM: LAND OF THE BABES

INSIGHT

The man himself is 6' 4", 240lbs, he's in his early 30s and he hates tattoos. He wrote an autobiography called: Why I'm So Great, and his hobbies include relaxing with a bottle of Jack and some chicks. Any of you ladies out there tempted yet? Erm, we thought not.

A contemplation on the delicate interplay between males and females in our society? Shyeah, right...

REVIEWER: Andy Dyer

DEVELOPER N-Space
PUBLISHER Infogrames
PLAYERS 1
PRICE £29.99
ESSENTIALS DualShock, Memory Card

We're terribly confused. *Duke Nukem* is supposed to be tongue-in-cheek. But what might have been tongue-in-cheek years ago seems a little stoopid, shallow and sexist now. We've only just left behind the caring '90s after all. But, urm, didn't the '90s gave us the 'new lad' phenomenon? Maybe the Duke's hyper-masculinity sits well with that. Or better still, reverts to being a tongue-in-cheek antidote to all that laddishness. But, but... it's the new millennium now. So where does that leave Duke? Or us? *Boik!*

Aw, whatever *Duke Nukem* is, purports to be or represents, eludes us. All we we know is that he succeeds or fails on the strength of his games and on this evidence he's falling flat on his snow-washed denim ass at the moment. Rather unoriginally in this game, the earth has been invaded by aliens (see *C-12* for more of the same). Rather more originally, this time they've killed all the blokes on the planet and enslaved the ladies. These resourceful fillies then go back in time to fetch the only man capable of saving the earth, Duke Nukem. This paves the way for lots of slightly unsuitable gags and levels chock full of scantily clad females.

Should be a right giggle (albeit a guilty one), but there're problems. Shooting the pig, ape and rat-like aliens is fun enough, as are the weapons you get to wield. But the graphics engine is poor and a lot of the gameplay seems to be lazily nicked from *Tomb Raider* (check out the somersault, swimming and monkey-bar-climbing moves). It's all moderately amusing, but also very roughly thrown together . We can't help but feel it's a touch sad to boot. **PSM2**

LAD, MAD AND DANGEROUS: The Duke's unique perspective on woman, guns and mechs are all ignored by the ropey storyline.

HE-MAN'S CHOICE

1 **TOMB RAIDER CHRONICLES**
Running, swimming, jumping and adventuring done properly. Not as funny, but far better.

2 **ALIEN RESURRECTION**
Again, not funny, but if you must kill aliens, these movie monsters are by far the most satisfying.

3 **DUKE NUKEM: LAND OF THE BABES**
Ropey, and badly dated already.

PSM2 VERDICT

GAMEPLAY
+ Entertaining enough, and plenty of action
- This is clumsy and familiar stuff.

GRAPHICS
+ Amusing foes and daft naked ladies.
- Looks crude compared to the likes of *Tomb Raider*.

SOUND
+ Duke's utterances can be highly amusing.
- Nowt to get overly excited about.

LIFESPAN
+ Tough, plenty of levels, and decent puzzles.
- You might find it too crude and annoying

OVERALL
Duke is 100% man. Unfortunately this creaky, clunky dated game falls some way short, despite some amusing moments.

59
DINOSAUR

DARKSTONE

OUT UK NOW

DEVELOPER Delphine International
PUBLISHER Take 2
PLAYERS 1
PRICE £29.99

There're many of us who can't get enough RPGs, those who don't just wait for the new *Final Fantasy* episode to appear. Thankfully, this is no longer a neglected genre on PlayStation but role-players beware, even your passion for adventuring might be dampened by this ill-thought out offering.

The bulk of the game offers familiar stuff. Create a character, buy equipment, chat to townspeople, learn spells, you know the score. But somewhere along the way they've muffed up the gameplay completely. Non turn-based combat should be a refreshing alternative, but it ends up with you flailing around and swiping at stuff... usually getting killed into the bargain. Plus, whoever decided not to provide a map to help you navigate should be shot. **PSM2** **48**

NBA HOOPZ

OUT UK NOW

DEVELOPER Eurocom Entertainment Software
PUBLISHER Midway
PLAYERS 1-6
PRICE £29.99

If you remember the *NBA Jam* games – first on Sega's Mega Drive and more recently on PlayStation a few years back – you'll feel immediately at home with this. OK, this time around the concept doesn't feel as fresh, but the fun is still there in spades. Take the teams and superstar players, that fans of the sport love, but ditch several of the team leaving just three-a-side.

Now that you're left with a stripped down version of basketball, you're also left with a lot more space on court in which to perform the outrageous moves that're the trademark of the game. The players here can perform incredible leaps and the most spectacular dunks ever witnessed. And with a couple of MultiTaps, six of you can have a laugh at once. Definitely a post-pub favourite. **PSM2** **80**

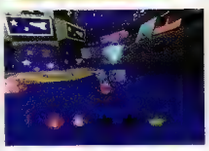
ALSO RELEASED

RUGRATS IN PARIS
Publisher THQ **Developer** Avalanche Software
Price £29.99
Based on the movie of the same name, this is very similar to the last Rugrats game. However, the last one was utter cack, and the developers have at least done enough this time around to make it worth getting this in for the toddlers in your family. The movement and control is dismal, but the many theme park-related mini-games are fun enough. Golf, shooting, bumper cars – it's all in there. Grown-ups will hate it though. **PSM2** **55**

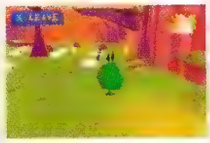
CHAMPIONSHIP SURFER
Publisher Bastion **Developer** Mattel Inc
Price £29.99
The problem with surfing, as far as we can tell from this game, is that you're at the mercy of a wave. Cue disappointingly basic and unspectacular stunts. Also, there're the added problems of a weird/poor two-player game and annoying floating debris that knocks you off your board in the Arcade mode. **PSM2** **40**

CALIFORNIA WATERSPORTS
Publisher Midas **Developer** Midas
Price £29.99
More surfing opportunities, but this time it's only part of a larger sports package... all set in the sunny state of California. We can't lose. Oh, we have. Surfing's terrible and Jet-skiing's a joke, too. Riding a fast, powered vehicle over water should, we reckon, be pretty exciting. Here, it's dull, and there's no sense of speed thanks to a complete absence of scenery. The windsurfing and bodyboarding events are equally as shabby. **PSM2** **12**

COMING SOON



TOY STORY RACER
The name says it all. Seems to play half decently.



SHEEP DOG 'N' WOLF
A sheep stealing game, believe or not.

F1 2001
Be Jenson Button and realise you're not as fast as last year.

PSM2 CHARTS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

CHARTS FOR MONTH ENDING FEBRUARY 22

PS2 TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Moto GP	SCEE	Namco
2	1	4	1	SSX	EA	EA Canada
3	3	4	2	TimeSplitters	Eidos	Free Radical
4	4	4	2	FIFA 2001	EA	EA
5	2	4	1	Tekken Tag Tournament	SCEE	Namco
6	7	4	5	Ridge Racer 5	SCEE	Namco
7	6	4	6	Smuggler's Run	Take Two	Angel Studios
8	NEW ENTRY!			NBA Live 2001	EA	EA
9	5	3	5	Dead or Alive 2	SCEE	Tecmo
10	9	3	7	ISS	Konami	KCEJ

MOTO GP

Most of the chart stays completely unchanged, apart from Namco's two-wheeler screeching into first place. We haven't had so much fun on motorbikes since we last smacked Rude Boy with a length of lead pipe.

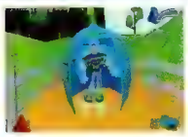
NBA LIVE 2001

It's decent enough for a basketball sim – and the One-on-One mode's good fun – but it just can't match the slam-dunking fun of Midway's *NBA Hoopz*. We may never understand the appeal of non-contact sports.

007 BOXED SET
He might have been the most boringly PC Bond, but in Tim Dalton's two films, he slides down a mountain on a cello case and blows up a window with a tube of toothpaste. *And* someone gets killed by an automatic door. Brilliant.

DVD TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	DVD NAME
1	NEW ENTRY!			Snatch
2	NEW ENTRY!			Se7en: Special Edition
3	NEW ENTRY!			License to Kill/Living Daylights
4	NEW ENTRY!			Braveheart
5	NEW ENTRY!			Scream 3 Box Set
6	8	3	4	American Beauty
7	NEW ENTRY!			Independence Day
8	NEW ENTRY!			The Abyss
9	NEW ENTRY!			Cherry Falls
10	5	2	5	Erin Brokovich



BUZZ LIGHTYEAR
Remember the opening sequence of Toy Story 2? Where Buzz leaps, shoots and quips his way to Emperor Zorg's fortress, except that it's only a game? We were *crying out* for a decent console conversion. And then this came along. Gah.

PSONE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			Final Fantasy 9
2	1	3	1	WWF Smackdown! 2
3	2	5	1	Who Wants To Be A Millionaire
4	3	4	1	Driver 2
5	NEW ENTRY!			Buzz Lightyear Of Star Command
6	7	4	2	Tony Hawk's Pro Skater 2
7	4	3	3	FIFA 2001
8	10	2	8	Crash Bash
9	5	3	5	Medal Of Honor: Underground
10	6	2	6	The World Is Not Enough

VICTORIOUS BOXERS
Based on a popular Japanese Manga book, this one's somewhere between *Ready 2 Rumble* and *Knockout Kings* in terms of realism. As you'd imagine, it's also got an involving story and some furious combat – shame a UK release is so unlikely.

JAPANESE TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	2	1	Onimusha: Warlords
2	NEW ENTRY!			NBA Live 2001
3	NEW ENTRY!			Kusen
4	NEW ENTRY!			Shadow of Memories
5	2	3	2	Victorious Boxers
6	NEW ENTRY!			Kikou-Heidan: J-Phoenix
7	NEW ENTRY!			Tsugunai: Making Amends
8	4	3	2	Mobile Suit Gundam
9	9	10	2	Jikkyou World Soccer 4
10	10	4	4	Extreme Racing SSX

ATV OFFROAD FURY
In a chart that stays resolutely packed with sporting violence, it's nice to see an appearance by limbless wonder *Rayman*. Less encouraging, of course, is the domination of *Offroad Fury*, a game entirely based around pelvis-shattering quad bike collisions.

US TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	NEW ENTRY!			ATV Offroad Fury
2	NEW ENTRY!			Knockout Kings 2001
3	1	5	1	Madden NFL 2001
4	NEW ENTRY!			Oni
5	2	5	2	SSX
6	4	5	4	NHL 2001
7	3	5	2	Tekken Tag Tournament
8	5	3	5	Midnight Club
9	NEW ENTRY!			Rayman Revolution
10	6	2	6	Smuggler's Run

SSX
SSX is still the most popular game out there, months after launch – but *Moto GP's* gaining fast. Carry on sending us your stunt scores, but include your best *GP* lap times for next month, when we'll be starting an all-new bike league for you to show off your petrol-chugging prowess

READER TOP 10

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME
1	1	4	1	SSX
2	NEW ENTRY!			Moto GP
3	2	4	2	TimeSplitters
4	3	4	3	ISS
5	–	3	3	Tekken Tag Tournament
6	5	3	4	Dead Or Alive 2
7	NEW ENTRY!			Madden NFL 2001
8	8	2	8	Theme Park World
9	6	3	6	Midnight Club
10	NEW ENTRY!			Dynasty Warriors 2

OH, YOU GUYS...

Every month, we sift through the heaving pile of your letters to find out what you, the readers, are getting all excited about. Some of you send your own personal top tens, others just fire off missives full of frothing excitement and seething bile. We take them all into account

Send your top 10's to:
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ABSOLUTE PS2

PSM2 reviews are *the* definitive opinion – your best friend in the game buying minefield.

ACTION-ADVENTURE

ONI
Publisher> Take Two Interactive
Version> PAL **Issue**> #06 **62**
Some of the best hi-tech combat around nestling on the grey pillow, of a grey bed in a grey room.

ONIMUSHA
Publisher> Capcom
Version> NTSC **Issue**> #06 **80**
BEST ACTION TITLE Staple survival horror gaming, with the emphasis on carnage not tension. When the full English language version appears, the seamless fusion of story and electric swordplay could make this nigh on essential.

ACTION-STRATEGY

DYNASTY WARRIORS 2
Publisher> Midas
Version> PAL **Issue**> #04 **78**
Fast-paced slashing action which mixes some graphical impressiveness with excellent game structure. Slightly hampered by some shocking fogging at times.

ARCADE

GRADIUS 3 & 4
Publisher> Konami
Version> NTSC **Issue**> #01 **29**
A bog-standard, but arcade-perfect conversion of a dull, ageing shoot-em-up. Its cut-scenes are impressive, but the in-game graphics are strictly old-skool.

SILPHEED
Publisher> Working Design
Version> NTSC **Issue**> #03 **51**
A firework of a 3D scrolling blast-em-up that uses cut-scenes effectively to spice-up the non-action. It burns bright to the bitter, but quickly finished, end.

BEAT-EM-UP

DEAD OR ALIVE 2
Publisher> SCEE
Version> PAL **Issue**> #05 **83**
Instantly beguiling with free-flowing action. But solo players will find the bevvy of beauties no substitute for solid two-player scraps.

STREET FIGHTER EX3
Publisher> Capcom
Version> PAL **Issue**> #05 **79**
A worthwhile update of a classic series, sadly showing its age, but superior tagging system keeps it in the running for the crown of King Beat-em-up.

TEKKEN TAG TOURNAMENT
Publisher> SCEE
Version> PAL **Issue**> #04 **87**
BEST BEAT-EM-UP Like it or not, *Tekken* remains the genre-defining master of all things violent.

BEMANI

DANCE SUMMIT 2001
Publisher> Enix
Version> NTSC **Issue**> #06 **60**
Lots of funny, engaging and genuinely impressive moments, but nothing to keep you coming back. We really wanted to love *Bust-A-Groove's* sequel, but hey...

DRUMMANIA
Publisher> Konami
Version> NTSC **Issue**> #01 **68**
Initially frustrating PSone-standard effort that becomes frighteningly addictive.

KEYBOARDMANIA
Publisher> Konami
Version> NTSC **Issue**> #03 **63**
KeyboardMania aims for the serious side of the market, and in doing so manages to be dead hard.

ROCK'N MEGASTAGE
Publisher> Jaleco
Version> NTSC **Issue**> #01 **24**
Mindless, soulless rhythmic button pressing, with none of the humour that made *Parappa* so much fun.

STEPPING SELECTION
Publisher> Jaleco
Version> NTSC **Issue**> #01 **59**
Mildly entertaining party-game fun, with next-to-no long-term appeal. Breaks easily, too.

DRIVING

DRIVING EMOTION TYPE-S
Publisher> Squaresoft
Version> NTSC **Issue**> #01 **57**
Pretty in a Vaseline lens kind of way, but the over-realistic handling makes it damn-near unplayable.

F1 CHAMPIONSHIP SEASON 2000
Publisher> EA
Version> PAL **Issue**> #05 **47**
Ultimately a poor quality title – and worse, a PSone game on PS2. Next time: less development speed, more quality.

F1 RACING CHAMPIONSHIP
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **70**
If you want an involved four-wheeled racer, this'll keep you going until Sony's *Formula One 2001* comes out – just don't expect too much of it.

MIDNIGHT CLUB
Publisher> Take 2
Version> PAL **Issue**> #03 **72**
Illegal street racing makes its way through New York and London, with some nice touches of detail. Compromised by reality-check graphics.

MOTO GP
Publisher> Namco
Version> PAL **Issue**> #06 **80**
BEST RACING TITLE A motorbike racing experience for the discerning gamer. Convincing handling and gorgeous details. But it's more demanding than most.

NASCAR 2001
Publisher> EA
Version> NTSC **Issue**> #05 **38**
Who cares if the cars handle well when there are so few opportunities to really put them through their paces. The lack of right-hand turns is depressing for us Brits

RC REVENGE PRO
Publisher> Acclaim
Version> PAL **Issue**> #04 **56**
The first mini-racer on PS2 does just enough to keep you pressing ⊗ 'til your knuckles pop. But it ain't an essential purchase...

RIDGE RACER 5
Publisher> Namco
Version> PAL **Issue**> #01 **72**
Fast, undeniably attractive and always fun to play – but it's not the next-gen revolution everyone had prayed for. Those borders are a pain, an' all.

SMUGGLER'S RUN
Publisher> Take 2
Version> PAL **Issue**> #03 **75**
Technically jaw-dislocating, but there's not enough one-player depth to turn infatuation into ever-lasting love. Fun, but frustrating.

SHELF LIFE: THE FIVE GAMES YOU SHOULD OWN

However you scrape up the cash to fill your PS2 with the best of the game avalanche, make sure the first thing you do each issue is check out PSM2's essential shelf. These are the five beauties that'll keep you up all night and bring tears of envy to the bloodshot eyes of your mates...

If you can only afford one title for your PS2, you shouldn't be too upset if this is it. It's an absolute cracker.

The only reason to own a MultiTap 2 at the moment – big, dumb, clever and funny. Ace.

Not quite what we'd hoped for, but it'll do the job nicely while we're waiting for the real deal to show.

The King of Iron Fist comes back with some neat tag moves that'll leave you bruised and happy.

Mech madness *and* an *MGS2* demo? Hideo Kojima's double tap of solid-gold genius.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME BUYING MINEFIELD"

TOP GEAR DAREDEVIL
Publisher> Planet
Version> PAL **Issue**> #04 **62**
Like an attractive 3D *Pac-Man*, only in small cars and without the ghosts. Yep, exactly as inane as that sounds.

FIRST-PERSON SHOOTER

TIMESPLITTERS
Publisher> Eidos
Version> PAL **Issue**> #04 **86**
BEST FPS TITLE An enjoyable, hugely customisable, frighteningly hard blast. Great four-player modes and some incredibly hard challenges make this a must buy.

UNREAL TOURNAMENT
Publisher> Infogrames
Version> PAL **Issue**> #07 **82**
UT comes out shooting where you'd least expect it – in the excellent single-player mode. It's just a shame that it fails so badly in the area where it could have improved on the PC version – in multi-player.

MECH

ARMORED CORE 2
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **54**
Construction paradise as long as you've got the patience to stick with the awkward controls, tiny arenas and spiteful level of difficulty.

G SAVIOUR
Publisher> Sunrise Interactive
Version> NTSC **Issue**> #03 **39**
Severe tactical short-fallings and some terrible gameplay glitches reduce this to a dull, and surprisingly slow, shoot-em-up.

GUN GRIFFON BLAZE
Publisher> Virgin
Version> PAL **Issue**> #06 **70**
One of the few mech titles to actually make you realise you're playing a next-gen console. Big levels, big guns and big respect from us.

RING OF RED
Publisher> Konami
Version> NTSC **Issue**> #04 **74**
BEST MECH TITLE Visually explosive, but, sadly, you still feel a bit like a lackey of the game's engine rather than its commander.

ZONE OF THE ENDERS
Publisher> Konami
Version> PAL **Issue**> #06 **84**
Perfect for curious mech virgins, yet possibly too shallow for strategy fanatics. The emphasis is on fun, high-intensity battling – which *Z.O.E.* delivers in spades until its premature conclusion.

PLATFORMER

DISNEY'S DINOSAUR
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **35**
A case of a lame game launching on the back of a successful film. Would've made an excellent feature on the film's DVD, though.

DONALD DUCK: QUACK ATTACK
Publisher> Ubi Soft
Version> PAL **Issue**> #06 **29**
Lacking in invention and challenge. Worse still, it's stunningly basic and enormously dull. Young gamers should be up in arms.

RAYMAN REVOLUTION
Publisher> Ubi Soft
Version> PAL **Issue**> #05 **68**
The characters are for kids, the gameplay's for adults. For this lamentable paradox, *Rayman* is only *almost* great for either set of gamers.

HEAD 2 HEAD

FOOTBALL GAMES

> FIFA WORLD SOCCER 2001

Publisher> Electronic Arts
Version> PAL
Issue> #01
PSM2 VERDICT 79

PRESENTATION:
Fluid animations and some insanely detailed touches give *FIFA* an unassailable lead. The stadia are eye-popping, with everything bar the kitchen sink crammed around the edges. Players are instantly recognisable.

GAMEPLAY:
Like the others before it, *FIFA 2001* is pick-up-and-play simplicity itself. The sweet spots are still there, making 6-0 walkovers a regular occurrence. Yeah, it's fun but soon becomes a massive challenge avoiding the back of the net.

MULTI-PLAYER:
Whack it in and get in on... ahem. It's all about who can get their noses in front with *FIFA* – tactics go right out the window as does the probability that there won't be at least a hat-trick of bicycle-kicked goals.

LIFESPAN:
It'll always be there – like a bottle of old sherry – when you come back from the boozer. For accessible and instantaneous gratification it's one for hammering mates with. The rest, though, is just too damn easy.

> ISS PRO EVOLUTION

Publisher> Konami
Version> PAL
Issue> #02
PSM2 VERDICT 81

PRESENTATION:
Not so good for *ISS* – these stadia are strictly Second Division, and the players are approximations rather than spot-on likenesses. But player animations are realistic with some lovely subtle touches in the celebrations.

GAMEPLAY:
Just how you'd expect *ISS* to play. The depth in tactical options, while not quite up there with *Pro Evolution*, lends itself to taught single goal thrillers. Lose concentration for a moment, and it certainly is all over.

MULTI-PLAYER:
Tense, intriguing and sweary. Four players can knock the ball around like consummate pros – building up attacks with pace and width before cursing in horror as the opposition defend deep and in numbers.

LIFESPAN:
The cunning introduction of some *FIFA*-esque flicks and tricks will have you playing the multiple tournaments for some time, but whether in single or multi-player, *ISS* just keeps getting better.

THE FINAL WHISTLE

It looks close, but *ISS* triumphs in all the key areas – aesthetics proving no substitution for solid gameplay. Most interestingly, both games are making progress with their obvious deficiencies, and *ISS* will soon be left behind when PS2's *ISS Pro Evolution's* released at the end of this year. Check it out on the DVD – we've been playing it... it's genius.

PUZZLE

AQUAAQUA
Publisher> SCI
Version> PAL **Issue**> #04 **71**
A solid, if slightly small, puzzler with a host of features that will no doubt be whizzing around in numerous PS2s.

FANTAVISION
Publisher> SCEE
Version> PAL **Issue**> #01 **85**
BEST PUZZLE TITLE It lacks variety, but it's a fabulous puzzle game – innovative and fun enough to stand up and be counted with *Tetris*.

SUPER BUST-A-MOVE
Publisher> Acclaim
Version> PAL **Issue**> #04 **78**
It's super-slick, extremely addictive and easy to get into – but ultimately little more than a PS2 buffing of the classic game

RPG

ETERNAL RING
Publisher> Agetec
Version> NTSC **Issue**> #02 **35**
An uninspired RPG that will remain awkward until the speed – or lack of it – and its other shortcomings are addressed.

O STORY
Publisher> Enix
Version> NTSC **Issue**> #01 **07**
A live action novel based on a ghost trying to find love, you're limited to making an occasional decision and playing *Parappa*-style sub-games. Cack.

ORPHEN
Publisher> Activision
Version> PAL **Issue**> #04 **56**
A brash attempt to defy RPG convention that ultimately overstretches itself, leaving facile gameplay that will irk die-hard fans.

SHADOW OF MEMORIES
Publisher> Konami
Version> PAL **Issue**> #06 **80**
BEST RPG It might take a bit of getting used to – but it's certainly different, and exactly the sort of game you can settle down to play with a cup of Horlicks.

SUMMONER
Publisher> THQ
Version> PAL **Issue**> #06 **70**
A game with massive aspirations, unfortunately let down in places by shoddy graphics. Still an enjoyable romp for the connoisseur of the short-sword and buckler.

SHOOT-EM-UP

SILENT SCOPE
Publisher> Konami
Version> PAL **Issue**> #03 **77**
The sniping-against-the-clock classic loses its huge rifle and downsizes to PS2. Thrilling to begin with, but short, sharp play won't keep you buzzing indefinitely.

WDL THUNDER TANKS
Publisher> 3DO
Version> PAL **Issue**> #06 **69**
Thunder Tanks is the type of game you'll hate the look of but find hard to resist. It's basic and linear and so very *American*, but get into it and it's surprisingly fun. Quite a turn up.

SIM

PRIMAL IMAGE
Publisher> Atlus
Version> NTSC **Issue**> #01 **06**
Photograph girls? An appalling execution of an already tacky idea. Not even for 30-something virgins.

THEME PARK WORLD
Publisher> EA
Version> PAL **Issue**> #05 **68**
A cheerful little number, with enough depth to stimulate you for quite some time – but its still capable of running itself well enough without your help.

SPORT

ALL STAR PRO-WRESTLING
Publisher> Square
Version> NTSC **Issue**> #01 **19**
Sluggish, unpredictable controls make the spectacle of waddling fatties even worse. Stay in Japan!

COOL BOARDERS: CODE ALIEN
Publisher> SCEE
Version> NTSC **Issue**> #06 **62**
Lacking the style and excitement of *SSX* and the challenge of *ESPN X Games*, *Code Alien's* above-average but confused, samey and desperately short of quality.

DOUKYO MASTER 2
Publisher> Omisk
Version> NTSC **Issue**> #01 **45**
The physics engine isn't too shabby and it's got ten games to pick from among plenty of other options.

ESPN NBA 2NIGHT
Publisher> Konami
Version> PAL **Issue**> #06 **59**
Lots of nice touches and a solid, playable game of basketball, let down by unforgivable graphical glitches.

ESPN INTERNATIONAL TRACK AND FIELD
Publisher> Konami
Version> PAL **Issue**> #04 **63**
Dazzling to look at, but over too quickly in one-player. A jolt of bemani-flavoured sophistication doesn't save it from looking tired.

ESPN WINTER X GAMES SNOWBOARDING
Publisher> Konami
Version> PAL **Issue**> #04 **70**
A game so showered in love that it doesn't know how to return it. The unforgiving learning curve may put the curious off. Go for *SSX* for maximum thrills...

FIFA 2001
Publisher> EA
Version> PAL **Issue**> #04 **79**
A beautifully designed footy game that's yet to have the maddening niggles of the *FIFA* series kicked out of it.

GI JOCKEY 2
Publisher> Koei
Version> NTSC **Issue**> #06 **47**
Japanese horse racing sim. Don't expect to be able to involve yourself in the stats and management.

ISS
Publisher> Konami
Version> PAL **Issue**> #02 **81**
BEST FOOTBALL TITLE Not the best football game *ever*, but settles for great playability and the odd touch of genuine class without rewriting the rule book.

JIKKYOU BASEBALL 7
Publisher> Konami
Version> NTSC **Issue**> #01 **50**
Distorted, cutesy baseball – just about playable against another human.

MADDEN NFL 2001
Publisher> EA Sports
Version> PAL **Issue**> #04 **86**
BEST SPORTS SIM This isn't just a great American Football game, it's a superb sports title that shows other series how it should be done.

NBA LIVE 2001
Publisher> EA
Version> PAL **Issue**> #06 **72**
A valiant – and mostly successful – attempt to translate a sport that just doesn't lend itself to the sim approach.

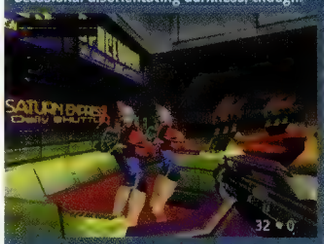
HEAD 2 HEAD

FIRST PERSON SHOOTER

> TIMESPLITTERS

Publisher Eidos
Version PAL
Issue #04
PSM2 VERDICT 86

PRESENTATION:
The grotesque cartoon B-movie characterisations never fail to impress, and the crispness and frame-rate don't drop, even in multi-player mode. Suffers from occasional disorientating darkness, though.



GAMEPLAY:
Fast, comic book action that doesn't let up for a moment. Unfortunately the Story mode is a painful disappointment, quickly becoming repetitive before spiralling into the realms of unplayable difficulty. Ace challenges, mind.

MULTI-PLAYER:
This is where *Splitters* rules. Four drooling trigger fools around a MultiTap 2 and it's goodbye rest of the day. Create your own arena in the Level Editor – house, office, secure unit – and you'll never want to play anything else.

LIFESPAN:
Dave Doak of Free Radical Design, *TimeSplitters'* creators, described it as 'a toybox' of a game. It is, up to a point, but the weak Story mode is rescued by a multi-player game that you'll be screaming at for months.

> UNREAL TOURNAMENT

Publisher Infogrames
Version PAL
Issue #07
PSM2 VERDICT 82

PRESENTATION:
The weapon effects are second-to-none. The visceral wham 'n' splatter of impacts are so luridly drawn it's difficult to know whether to stifle a giggle or a barf. Shame the interiors are so ordinary, then.

GAMEPLAY:
Although it requires a little time to get to grips with, *UT* has a mass of varied weapons, single-player modes and arenas. Once you've got it under control, it rewards perseverance with some superbly varied action.

MULTI-PLAYER:
This, we hate to say, is arse. The single-player crackles with a kinetic bloodlust that would shock Hannibal Lecter. The multi-player mode moves like you're roller skating uphill with Belgium in your trousers.

LIFESPAN:
The single-player mode is huge, and with four levels of difficulty, you'll be revisiting the Assault modes in particular. And that's it – the multi-player is so woeful that it's difficult to see this taking up half the time of *Splitters*.

THE PARTING SHOT

Unreal's got the tools, but ***TimeSplitters*** has the inclination. Neither game manages to succeed in both single and multi-player modes, which is a shame, because when they're good, they're both stunning. All it's going to take is someone to weld the two together and you'll have first-person nirvana. ***TimeSplitters*** edges it – that multi-player is simply incredible.

NBA HOOPZ
Publisher> Midway
Version> PAL **Issue**> #06 **70**
As fun as the *NBA Jam* series ever was – but is it worth shelling out 30 quid for a glorified arcade game in this day and age? Perhaps not.

NHL 2001
Publisher> EA
Version> PAL **Issue**> #04 **70**
EA'd classic ice hockey sim looks the business, has a pile of options and extras, but is sadly let down by its reliance on character stats rather than player skill.

POOL MASTER
Publisher> Take 2
Version> PAL **Issue**> #05 **45**
Pool Master skimps in the areas it should be concentrating on, and isn't much more functional everywhere else. Poor.

READY 2 RUMBLE: ROUND 2
Publisher> Midway
Version> PAL **Issue**> #04 **82**
BEST BOXING TITLE Anything that looks this good *and* makes you laugh demands attention. The two-player's fantastic, but the one-player lacks depth.

SKY SURFER
Publisher> Idea Factory
Version> PAL **Issue**> #06 **29**
Something that might make a diverting mini-game packaged up as the real thing. Awful.

SSX
Publisher> EA
Version> PAL **Issue**> #03 **95**
BEST SNOWBOARD GAME *SSX* does for PS2 what *WipEout* did for PSone. And then some. While everyone will enjoy it, others will take it to their hearts. Breathtaking.

SURFING H30
Publisher> Take 2
Version> PAL **Issue**> #05 **32**
An initially brave move into a new area is shot to pieces by frustrating gameplay, linear levels and weak graphics. Very disappointing.

SWING AWAY GOLF
Publisher> EA
Version> PAL **Issue**> #05 **70**
Not so good you'll weep, but a very relaxing, helpful, chirpy game of golf. Even clashing colours don't spoil a good walk.

STRATEGY

KAKINOKI SHOGI
Publisher> Yuki Entertainment
Version> NTSC **Issue**> #01 **09**
Why not use your brand new, state-of-the-art, capable of processing 75 million polygons a second, PS2 to play a Japanese variant of chess in 2D?

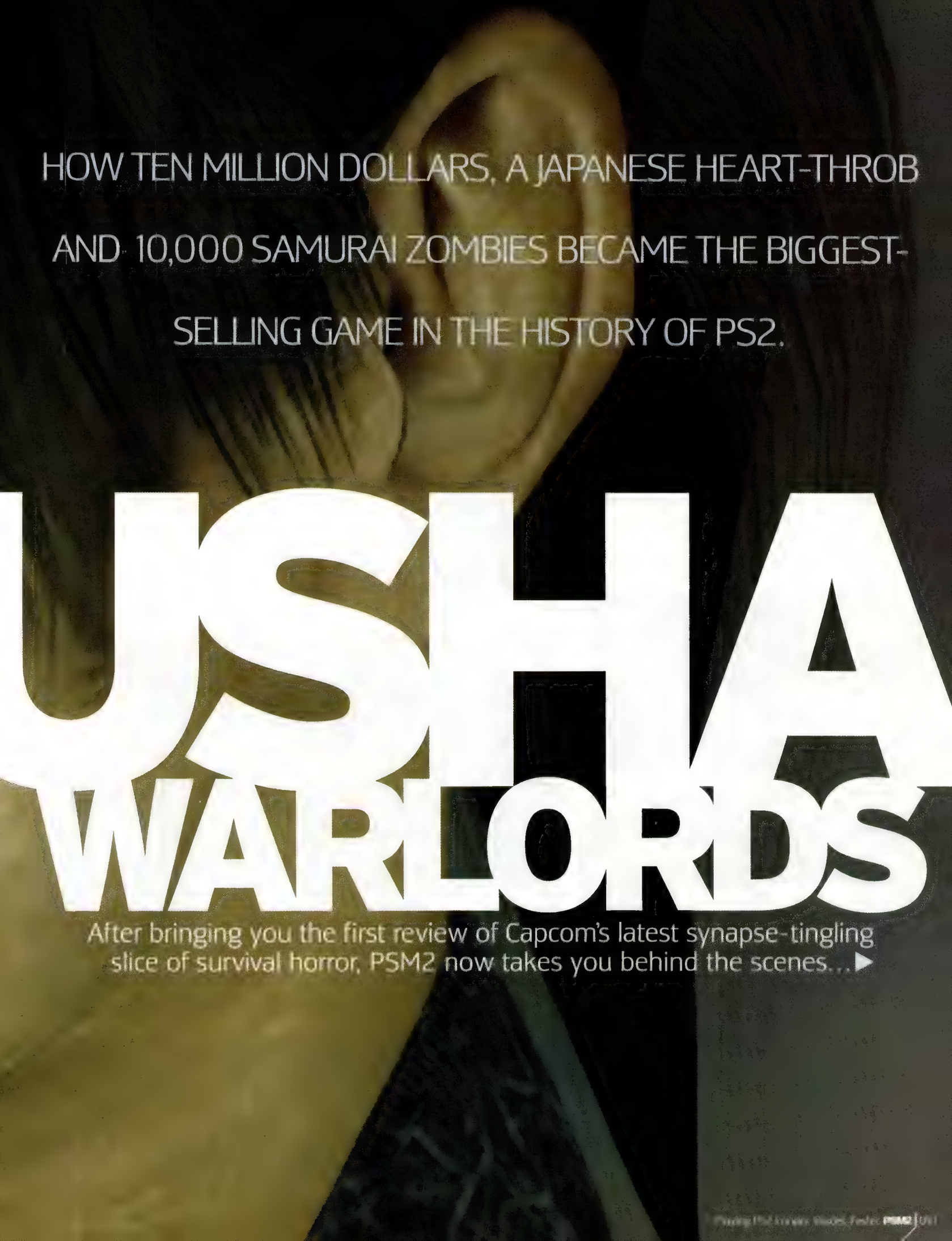
KESSEN
Publisher> EA
Version> NTSC **Issue**> #05 **74**
Takes Japanese strategy into the major league and does a convincing job of recreating conflict in the 16th century.

MORITA SHOGI
Publisher> Ascii
Version> NTSC **Issue**> #01 **10**
Slightly more appealing than *Kakinoki Shogi 4*, since it has a funky techno intro and more tunes. Which still ain't very appealing at all.

FAT WITH GAMES
EVERY PS2 GAME IN THE UK – RATED!

Quite simply, if we review it, you'll find it in our listings section. Definitive opinion *by* gamers *for* gamers. Spank yourself if you're letting inferior mags give you bad, bad advice. Next issue we'll be updating Absolute PS2 with every new PAL game – don't miss it...

OMNIMU
ACTUAL SCREENSHOT!



HOW TEN MILLION DOLLARS, A JAPANESE HEART-THROB AND 10,000 SAMURAI ZOMBIES BECAME THE BIGGEST-SELLING GAME IN THE HISTORY OF PS2.

USHA WARLORDS

After bringing you the first review of Capcom's latest synapse-tingling slice of survival horror, PSM2 now takes you behind the scenes... ▶

THE REAL-LIFE INSPIRATION

Onimusha's epic battle scenes are based on the samurai films of Japanese director Akira Kurosawa. Capcom are in good company – George Lucas openly acknowledged that Kurosawa's Kakushi Toride No San Akunin was the inspiration for Star Wars. Western cowboy classics The Magnificent Seven and A Fistful of Dollars were based on his feudal Japanese epics The Seven Samurai and Yojimbo.

Born in 1910, Kurosawa originally trained as a painter before making his directorial debut in 1943. His films are notable for the use of wipe-effect fades made popular by Star Wars. George Lucas and fellow admirer Francis Ford Coppola repaid their artistic debt by funding Kurosawa's 1980 film Kagemusha, the high-budget samurai spectacular he always deserved.

TAKESHI KANESHIRO

The hero Samanosuke was modelled on 27-year-old Asian star Takeshi Kaneshiro. The actor/singer/model commands hundreds of web sites from adoring fans. Kaneshiro has starred in over 26 movies since 1993, including the aptly titled Too Tired to Die. His musical career has been just as lucrative, releasing a series of love albums such as *Just You and Me* and, our favourite, *Secretly Drunk*.

Kaneshiro's likeness was captured using 10,000 polygons to accurately reflect his physique and facial expressions. Whilst playing *Onimusha* it really feels like you're controlling a star, a hero with presence – just imagine the same process applied to Tom Cruise or Angelina Jolie. Within a few years, there may even be a central database of polygon stars vying to sign up for the big games. *Tekken 5* with Jet Li and Michelle Yeoh? Yes, please.

INTRO SHOWREEL

Describing *Onimusha*'s startling introduction is one thing, seeing it is another. For a full preview of the action refer to the DVD on PSM2#05, or alternatively just sit back and soak up these glorious screenshots. Rest assured, there's plenty of gameplay to follow this crashing visual introduction.

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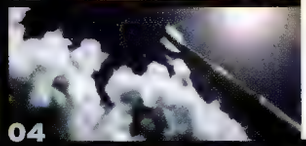
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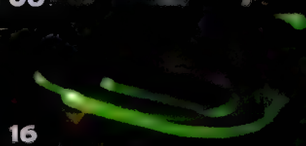
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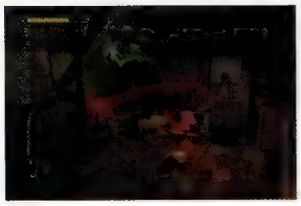
Capcom's latest zombie adventure will be the first game to sell a million copies on PS2. More than *Ridge Racer*, *Tekken* or *FIFA*... the whole damn lot. It's a landmark figure for a landmark project. The most expensive game in Capcom's illustrious history and one of the most expensive videogame projects of all time. British gamers won't taste *Onimusha's* brilliance until July, but there's currently no hotter topic on the Internet message boards. Opinions rage to the extent of its achievement, yet one thing is clear – *Onimusha* is *important*. The future of survival horror rests squarely on its armour-plated shoulders.

WINDY KILLER: The wind spear can be powered up for a gut-splattering twister attack.

The strange thing is, *Onimusha* was never meant to appear on PS2. The game began life some years ago on Nintendo 64, until Capcom realised the cartridge format was too limiting for their ambitions. The project moved over to PSone, where it became clear that Sony's hardware still wouldn't accommodate the development team's lofty plans. When PS2 was announced, with its astounding technical abilities, Capcom shifted *Onimusha* lock and stock to the 128-bit machine.

"THE IMPACT OF THE ACTION HAS NEVER BEEN BETTERED IN A CONSOLE ADVENTURE GAME"


DEVILS IN DA' TRAIL: Kaede's mystic blade leaves a motion blurred trail of energy.

HONOURARY CONSOLE: Samanosouke explains the way of the world to Yuki's brother.

That's why *Onimusha* is still recognisable as a Capcom adventure. It bears all the hallmarks of the *Resident Evil* series – the pre-rendered backgrounds, the third-person viewpoint, the puzzles... the works. Cynics have been quick to knock Capcom for their lack of ambition, forgetting to focus on the quality of game remaining. You've only got to glance at the PSone shots to appreciate the difference. The fluidity and impact of the action has never been bettered in a console adventure game. *Onimusha* is quite simply the most intense survival horror experience to date.

BEGIN JAPAN

The action takes place in 16th century feudal Japan, chronicling the efforts of warlord Nobunaga to unite the country. Where his real-life campaign ended, the game begins. Nobunaga is killed on the

SLICE OF LIFE: The thunder sword will automatically chain attack into a lethal finale.

battlefield by an arrow through the throat, but resurrected by demons to lead their legion of the undead. You step in as veteran samurai Akechi Somonosuke, trying to prevent Nobunaga from capturing the fair Princess Yuke and enslaving the peasant masses.

These events are depicted in one of the most epic introduction sequences of all time. The fight scenes were orchestrated in homage to revered Japanese film director Akira Kurosawa, who was responsible for the genre defining The Seven Samurai – remade for western audiences as The Magnificent Seven. To create the likeness of hero Samanosuke, Capcom drafted in Asian heart-throb actor/model Takeshi Kaneshiro. His image was extensively modelled to create astounding facial animations throughout the cut-scenes. To put Capcom's achievements in perspective, this is the western equivalent of casting Brad Pitt in a remake of Star Wars.

AWARD-WINNING GAMEPLAY

Japanese games mag Famitsu awarded *Onimusha* a prestigious Platinum Award – the highest accolade possible in Japan. The game scored 35 out of 40 from the four man panel of reviewers – three of whom rated the game at **9/10**

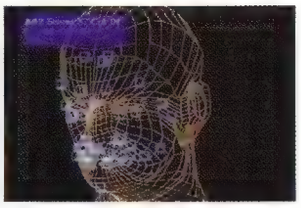
PRIZE FIGHTER

The script was penned by Flagship, the company behind the *Resident Evil* series. The exceptional soundtrack was provided by the 200 piece New Japan Philharmonic orchestra, led by internationally acclaimed composer Samuragouchi. They used traditional Japanese instruments to create uniquely haunting sounds for the rain and wind. The elements combine to create an unprecedented cinematic experience – easily a match for Square's work with *The Bouncer*. *Onimusha's* introduction sequence has already scooped prizes from under the noses of Hollywood's greatest computer artists – winning the SIGGRAPH Computer Animation Festival 2000's Best of Show award, despite competition from Fight Club and The Matrix.

Thankfully, it's the game that'll win plaudits from the playing community. The synergy of fluid animation, coruscating spot effects and intuitive sword slashing makes for a compelling experience. Once you've carved your way through a samurai legion using a deft combination of evasion, gut-spilling and magic, the slow-motion zombie encounters of *Resident Evil* will never feel satisfactory again. Similarly, it's hard to return to dull pre-rendered backdrops once you've glimpsed the shimmering water reflections and rustling leaves of *Onimusha*. It's not the definitive experience, but the closest on console to date.

THE MAKING OF AN EPIC

Capcom have faithfully recreated the pain and confusion of feudal Japan. Using an extensive motion-capture system and thousands of elaborate concept sketches, 10,000 Samurai warriors were brought to life for the gory intro sequence. The same techniques were applied in-game to create the superlative combat animations. PSM2 had stage door access to the entire development process...



"THE ELEMENTS COMBINE TO CREATE AN UNPRECEDENTED CINEMATIC EXPERIENCE – EASILY A MATCH FOR SQUARE'S WORK WITH THE BOUNCER"

PSONE VS PS2

ONIMUSHA: WARLORDS' EVOLUTION

We've managed to get hold of some secret shots of *Onimusha's* unreleased PSone incarnation. Can you believe the improvement?

The high resolution of PS2 throws the 32-bit generation into stark contrast. What you can't see here are the incredible new loading times. There're no-yawn inducing transitions as you move between locations – remember *Resi's* infamous swinging doors and plodding staircases? – while save times are virtually negligible.

Onimusha's producer Keiji Inafune recently made a bold admission: "When we first showed the game off two years ago, I was very proud of the graphics... but after making the game on PS2, I think 'Man, that was no good!'."

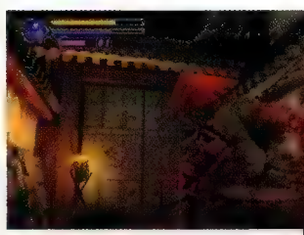
PIX-HELL: The temple lacked richness and definition in its original incarnation.

BRYTER, LATER: Two years on, and the scenery looks realistically shadowed and creepy.

MONO-A-MONO: Our bladed hero looked considerably less detailed and well animated.

DROP UNDEAD GORGEOUS: The PS2 models are sharp and brilliantly realised.

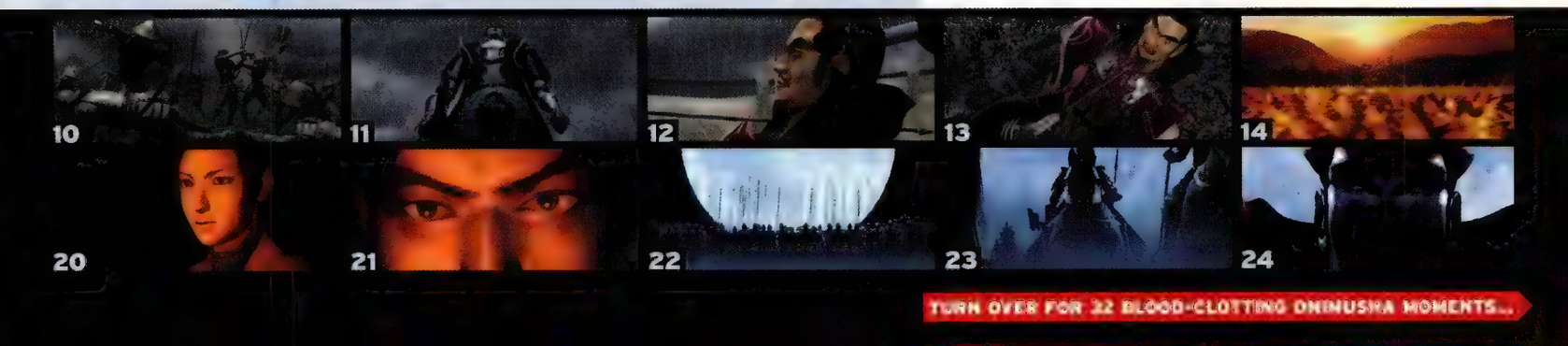
BRINGING OUT THE DEAD: The taller samurais will block your basic attacks.



GUTSY MOVER: Blood showers convincingly from the flailing zombie henchmen.

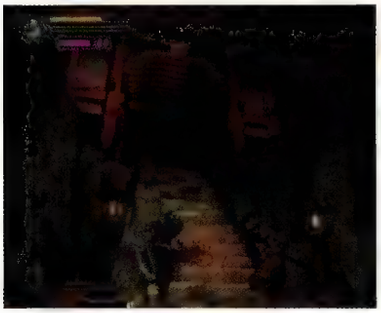
PAL AND INTERESTING

PSM2 reviewed *Onimusha* last issue (we awarded it 80%), completing the game in its original Japanese text format. Adventure hungry import gamers will be glad to learn that the Japanese game also features English voice-over and text options, though they won't be as polished as the eventual PAL conversion – when the in-game diaries also receive a full translation. We recommend sitting tight until the summer, and wiling away those lazy summer nights in blood-boiling zombie confrontation. The PS2's getting even hotter come July. PSM2



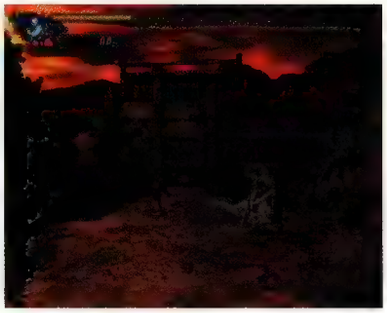
TURN OVER FOR 22 BLOOD-CLOTTING ONIMUSHA MOMENTS...

Onimusha's going to change your perception of survival horror. Instead of using limited supplies and powerful foes to gnaw at your sense of vulnerability, the game opts for relentless, high-intensity battling to batter your adrenal glands into arrest. Fans of *Res Evil 3* will find plenty of new challenges to test their mettle. Take off your shoes and dig out the ice pack, as we reveal 32 of the hottest moments from zombie hell. We've committed more awesome moments from *Onimusha* to our DVD – take a look at them now!



01 BLOOD BATH

There's less limb severance than Evil Dead, but more claret than a wine tasting. As you carve up the zombie filth, their bodies explode in a shower of bloody rain. They deserve it, mind.

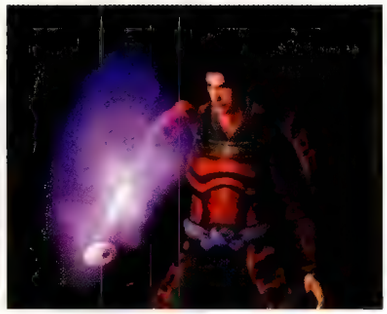


02 YOUR FIRST BATTLE

The game is, ooh, 10 seconds old when the combat commences. You're feeling your way around the controls as the beady-eyed ninjas attempt to slice you to pieces. When your first combo connects, it's game on...

03 EARLY DOORS SHOCKER

Once you've dispatched the ninjas, the floor starts to shake and an *enormous* stone golem captures the princess. Samanosuke fights back but gets knocked unconscious by a walloping hammer attack...

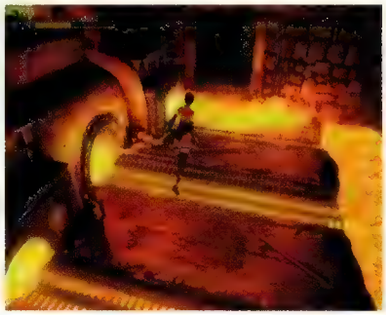


04 RECEIVING THE GAUNTLET

Our hero awakes in a shadowy realm, courted by mysterious voices. A collective of demon ogres grant him the soul-sucking gauntlet in order to complete his mission. The zombie hordes had better look out.

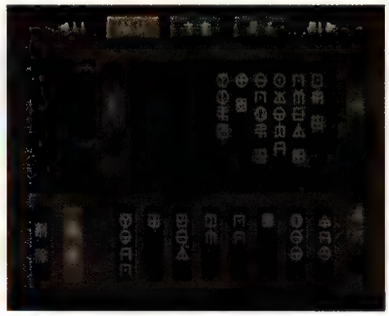
05 KAEDE'S THROAT SLICE

Ninja femme-fatale Kaede is deceptively ruthless. She leaps over her foes, choking them into submission before they have time to react. And when she reaches for her blade, it's goodnight zombie...



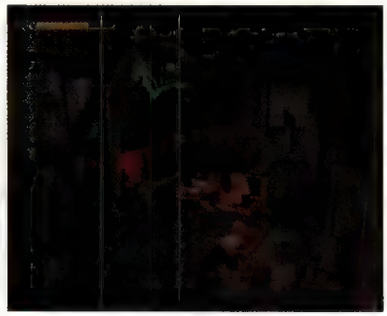
06 FLAME DODGING

In the boiler room scene, hot jets of furnace death shoot across your path. You've got to time your run carefully and reach the other side before the door closes firm shut. No hesitation, OK?



07 CHINESE PUZZLES

Without a basic grasp of Kanji, you're going to find these puzzles damn tricky. Your best bet is a bit of experimentation to discover the underlying logic. Success earns an invaluable energy-extending pearl.

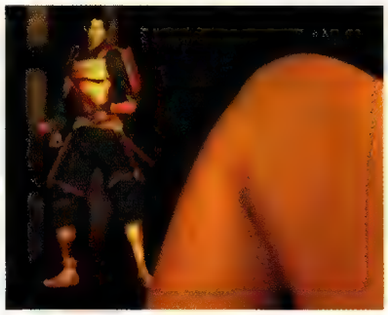


08 SMASH AND GRAB

The scenery's not fully destructible, but there's ample opportunity to send furniture clattering. Crates and pots often break open to reveal life-giving energy herbs. On other occasions, they explode for the hell of it.

09 BEING A PANDA

Complete the game once to unlock Samanosuke's panda costume. Watch how the little baby panda waddles away independently. You can flip the hood up and down with ⓡ. It's time to make zombies the endangered species...



10 LEGGY SHOCKER

You crash into a bolted room to discover a beautiful hand maiden wrestling with Yuki's adopted brother. Seductively, she unclasps her hair and sits on the floor legs astride. You really won't believe what happens next...

11 FIGHTING YOUR EVIL TWIN

The demons conjure an evil clone of Samanosuke to dupe Kaede. If you thought the scythe-wielding zombies were hard to beat, wait until you fight the devil clone with powers to match your own. An epic battle.

12 SOUL SUCKING

Hold ⊗ to make your gauntlet suck up vanquished enemy souls like a hoover. The swooshing lighting effects are spectacular, but don't forget you're vulnerable when reaping spirits. Retreat to a safe distance first.

13 USING THE BOW

Believe us, Robin Hood wouldn't have had the strength to flex Samanosuke's mighty bow. The normal arrows are powerful enough, but you can trade off your soul power for awesome flaming missiles. Ace.

14 POWER UP

The standard elemental swords have three power levels, which can be charged by trading off souls at the save points. The high-power swords kill faster, at better range, and boost your special attacks too.

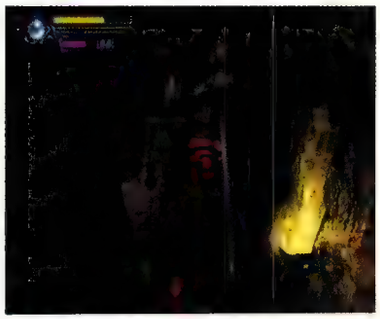
15 KNOCK THEIR HATS OFF

The standard samurai wear straw hats which can be displaced with a sneaky sword swipe. It's a wonderful incidental touch, but don't expect the undead to go fumbling about to retrieve their prized headgear.

16 BEADY EYED BAD GUYS

The ninjas have snaking laser trails leaking from their eyes. As they leap about, the trail lengthens accordingly. OK, it doesn't mean a thing... but *how* cool does it look?

TING MOMENTS



17 IMPALING ZOMBIE SCUM

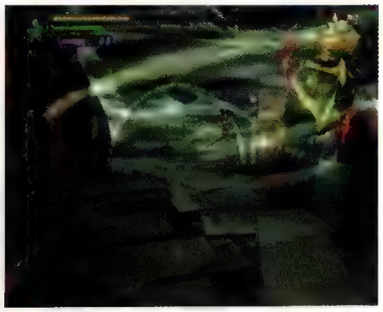
Step over your fallen enemy and plunge your sword deep into his chest to prevent him coming back for more. It might be a little barbaric, but that's how the feudal samurai got results.

18 KAEDE'S TATTOO

The characters have been lovingly designed, with charming levels of personal detail. Kaede's ornate tattoo is the perfect example, looking pretty damn sexy into the bargain.

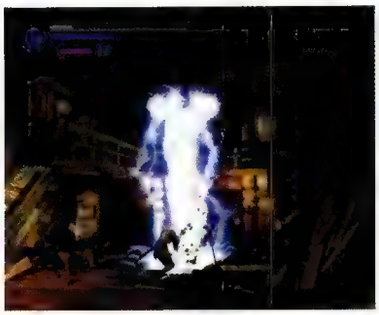
19 USING THE MUSKET

There weren't many handguns or rocket-launchers in the 16th century, but only a fool could write off the explosive power of a five-foot long gunpowder musket. Ices standard zombies first shot.



20 UNLEASH THE WHIRLWIND

The wind spear has a spectacular swirling range attack, which reduces bog-standard zombies to a clutter of bones and sinew. It's the perfect way to draw some space for a focused lightning attack.

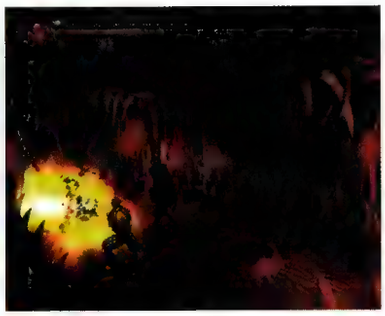


21 LIGHTNING ASSAULT

The thunder sword crackles with eerie cobalt electricity – you can chain together a series of unstoppable strikes, culminating in a lightning blast. Close range attacks don't get any more powerful.

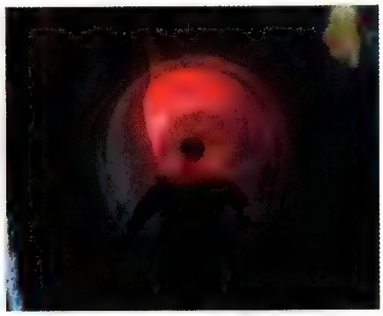
22 FLAME ON

The huge fire sword moves slower than the other blades but packs a hefty wallop. It's possible to knock down regular zombies in one foul strike. The special attack unleashes a mid-range blast of deadly flames.



23 THE DARK REALM

At certain save points, you'll be approached by a pea-headed old man who bungees from the ceiling in a chrysalis. He'll invite you to the dark realm – a 20 level fight arena where the mighty Bishamon sword lies in wait.



24 THE FINAL BATTLE

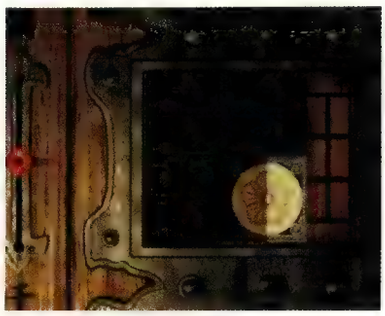
Without giving too much away, the last boss is an old adversary. You'd better stock up on soul power for your specials, as this is going to be a knock-down war of attrition. Just *wait* for the revelatory end sequence...

25 SOLVING A TRICK BOX

The trick boxes are theoretically easy to solve – just rotate the symbols to match their counterparts. You have to click the correct combination in an *exact* number of moves. Don't complete the puzzle too soon.

26 THE GRID PUZZLE

The collapsing tile puzzle comes as a complete surprise after screens of relentless limb hacking. Suffice to say, dark squares collapse tiles in one direction, light squares in the other. But which is which?

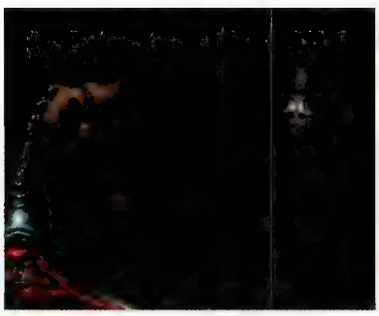


27 THE WATER PUZZLE

This is the game's most infernal puzzle and the most likely stumbling block. As with any logic problem, it's easy when you know the answer – but you'll scream a lungful of tortured obscenities working it out.

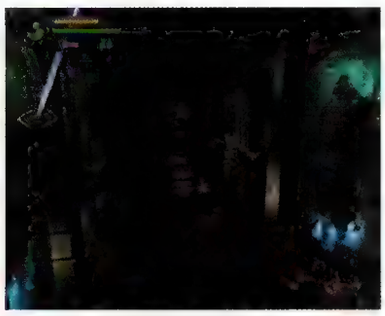
28 SLASHING THE DOOR PANELS

Your razor-sharp swords will cleave the delicate wooden panels with perfect symmetry. Marvel as the top section slides diagonally away from the serration line. Another perfect spot detail.



29 THE ROOFTOP SHOWDOWN

The armour-plated boss won't give up his wind spear without a struggle – and what better location for a scrap than a moonlit rooftop. The setting's romantic but the action's far from tender. A defining moment.



30 SAMURAI SURPRISE

A long corridor, a hallway full of frozen zombies – guess what happens next? You might be prepared for it, but the lung-bursting thrill of being jumped by four foes simultaneously is unrivalled.

31 THE BISHAMON SWORD

If you can bash your way through 20 levels of the Dark Realm, an ocarina-shaped object called the Bisha O lies in wait. It's your key to a sacred room containing the all-powerful Bishamon sword. But where is it?

32 THE SEQUEL

When you complete the game, a mysterious new option appears on the menu – a trailer for the unconfirmed *Onimusha 2*. A series of design sketches flood the screen, culminating in a tantalising glimpse of combat.

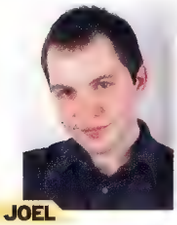
GAH! WE'VE RUN OUT OF SPACE! WATCH THE DVD TO SEE MORE EXAMPLES OF ONIMUSHA BRILLIANCE...

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

IN THE YEAR 2001, LIFE'S REALLY ALL ABOUT CHOICES.



JOEL

Gone are the days when you'd scoot through a game in a mere 20 hours and sell it on to fund your military figurine addiction. These days, you'll barely scratch a game's surface with such a cavalier approach. They're crammed with optional extras or alternative paths, and finding them all usually requires the level of persistence associated with Olympic athletes and serial killers in films. Thankfully, we're here to help.

First up, there's part one of our guide to every sub-quest in *Summoner*. Whether you're smuggling salt, comforting a weeping butcher or stealing the tongues from endangered animals, you'll find the best route here. For the more openly psychotic, we've also provided twenty sickeningly violent things to try out in *Unreal Tournament* – if you've never tried low-gravity sniping, you haven't really lived.

For the construction enthusiast, we're illustrating all sorts of ways to beef up your AC unit in *Armored Core 2* – whether it's bolting on a super-charged laser or just giving it a fresh lick of paint.

Elsewhere this issue, we beat up a well known R'n'B DJ, discuss samurai philosophy, watch Ryu get down with his bad self, drive an ice-cream van and go shopping for some supremely lethal swords. Yes, choice is truly a fine thing. Gawd bless the modern age. **PSM2**

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

THE PICK OF WHAT'S NEW

HOT TIPS

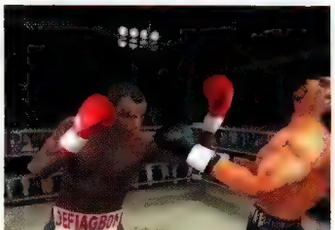
Dip a breadstick into PSM2's bubbling fondue of games knowledge – but mind your fingers

KNOCKOUT KINGS 2001

SECRET CHARACTERS

Ready 2 Rumble might have former president Clinton and the King of Pop, but Knockout Kings is keepin' it street by hiring B-list DJs, then strapping several pounds of motion-capture kit to them. Enter the following names in Career mode to unlock new characters.

MECCA – Ashy Knucks
AUSTIN – Ray Austin
NELSON – Trevor Nelson
JGIAMBI – Jason Giambi
HATCHER – Charles Hatcher
OSUNA – Bernardo Osuna
DEFIAGBN – David Defiagbon



HANG THE DJ: Or simply punch him until he falls over. You won't have heard of the other 'celebrities', either.

GUN GRIFFON BLAZE

Looking a bit rusty? Getting picked on by the robots from the Smash adverts? Show 'em all who's boss by breaking out the heavy artillery. Yes, a mere 16 years in the future, America will be ravaged by civil war and everybody'll own a giant war-bot.

EXTRA WEAPONS

Enter **'FEA MASTER!'** as your pilot's name, **'Mexico'** as your country, and **'Female'** as your chosen sex to begin with 12 fuel-air bombs.

PARK LIFE: Smash your way through pleasant surroundings in a turbo-charged mech.

RUST IN THE DUST: But why do you have to be a Mexican woman to benefit from cheating?

TOP GEAR DARE DEVIL

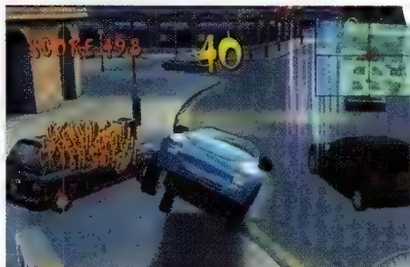
It might be the only game where a Mini Cooper can survive a head-on collision with a bus, but it still isn't particularly good. Skip to the later, faster sections with these cheats.

STAGE SKIP

While playing a game, quickly press
↑ ↓ ↑ ↓ ← → ← → ↓ ← ↑ →

INFINITE TIME AND CONTINUES

While playing a game, quickly press
↑ ↓ ↑ ↓ ← → ← → ↑ ← ↓ →



SPORTY SPICE: Make the game a bit more exciting with the later, faster cars.

GAMERS FORUM

WE DONATE ANSWERS TO FEED YOUR STARVING QUESTIONS

Please can you help with *ESPN International Track and Field*. The game states that there are over a dozen events, but my copy only allows me to play 10. Are there two hidden events? How do I unlock them?

Chun Yip

Via e-mail

Sorry, there aren't any – even though the intro sequence shows the hammer throw. On the plus side, getting a Gold in every song of the rhythmic gymnastics unlocks the title theme as a playable tune, and getting a Gold in every *event* will allow you to replace the incidental noises with animal screeches. Not much of a consolation prize.

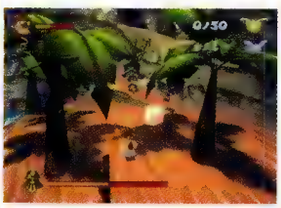
Hello,

I'm having difficulty releasing a blue lum from its cage in *Rayman Revolution*. Here's the situation: I've only just started the game, having run down a small stream collecting red lums, and I'm above a piranha infested pool. I can get around the pool by climbing the vine, but how do I release the blue lum, and what's the pulsating brown blob above it? I've tried shooting it, but that doesn't seem to get me anywhere.

Lisa Beavan

Gwent

Bit misleading, this one. Rather than shooting at the brown blob, you'll want to rotate the camera so that you can shoot the cage itself. After a couple of hits, it'll crack open, the blue lum will fly free and activate the brown blob (it's a sort of switch) on your behalf.

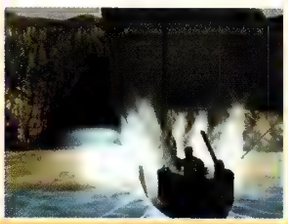


I've got *Eternal Ring* (not the best game in the world, I know) and I need help. Can you help me create the game's better spell rings? Any help gratefully received.

Craig.

Wrexham

The most effective way to get extra ring ingredients is by exploring the game's secret dungeon – but you'll need a Dark or Light spell ring to access it. Go to the beach where you start the game, go to the left and you'll find a door that's locked. Cast a Dark or Light spell to open it – the dungeon inside's full of monsters that can kill you in a single hit, but you'll find Level Five magical stones of all kinds, as well as magic rings and special rings. Have fun. Or try to, anyway.



READER CHALLENGE!

Name: Andrew Mills

Game: *Armored Core 2*

Challenge: "Keep looking at the bottom of the league table," advises reader Mills. "You'll eventually see three new opponents appear." Ah, but did you know that completing the game and becoming the Nine Breaker gives you five super-tough opponents to battle, including the fearsome Funeral Mask? Of course not. PSM2 are the masters of robot warfare, and if anyone says different we'll crush them into a cube.

›THE PSM2 CHALLENGE

BRING IT ON!

You slap PSM2 across the face with a velvet glove – we retaliate with a chainmail gauntlet, Bugs Bunny-style.

UNREAL TOURNAMENT

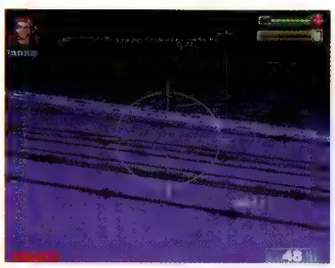
First, select the Skilled difficulty setting and the Operation Overlord level. When you're defending, order your troops to 'Hold This Position' in the teleporter room, then head for the left tower. Your challenge? Simply hold the enemy off – alone – for over five minutes, with nothing more than a sniper rifle and a few boxes of hollow-point. They're vulnerable at every step until they reach the safety of the bunker, but it'll take a steady hand to pop them all if they run for it in a group.

KNOCKOUT KINGS 2001

Jake La Motta's most notorious fight – the one he threw against Sugar Ray Robinson – isn't in *Knockout Kings*. However, you can still please the Mafia and maintain your dignity with a bit of creativity. Set up a La Motta/Robinson Slugfest, then stay standing for ten rounds using nothing more than foul blows. It's all about clinching and dodging. You'll lose on points, but don't let that discourage you from waving your fist and yelling, "Ya couldn't put me down, Ray! Ya schmuck, ya!"

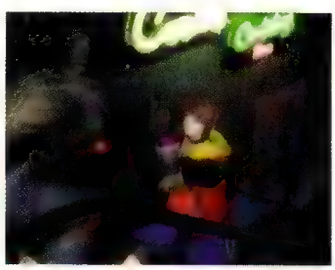
THE BOUNCER

Even with three friends, you won't find much longevity in *The Bouncer* – unless you resort to childish games to spice things up. Set up a Battle Royale on the Dome level, with a 60 second time limit. The rules are simple – the person nearest the top of the stairs at the end wins – but if you're on the balcony, you've lost. A single knockdown will send you careening down the steps – like King of the Castle, but less dangerous. If you're feeling really cheeky, try winning with a one-handed Dauragon.



UNDER THE WIRE: Pop them as soon as they come out of the sea. Not very sporting, but that's war.

A BIT OF BULLY: Dodge, weave, then buy a nightclub and pile on six stone. And headbutt a wall.



STAIRING DEATH IN THE FACE: If you don't want to boot Sion down some steps, you're ill.

BOMBARD US WITH YOUR CHALLENGES!

Dear PSM2. I reckon I'm a bit tasty, and I've concocted this little test of your abilities to help you and your readers waste even more of your precious lives staring at a TV screen. Come on, then. Want some?

First Name _____ Surname _____ Age _____

Address _____

Game _____ My reader challenge is: _____

Cut along this straight bit

Send this form, and any other tips, cheats, problems and solutions to: **Pro Tips, PSM2, Future Publishing, 30 Monmouth St, Bath BA1 2BW**

IT'S IN THE TAG: Discover how to create the most formidable tag-team in *Street Fighter EX3*.

›GAMING WITH STYLE フハヲヌ

PSM2 EXTENDED PLAY

Squeeze every drop of life from your games with our anaconda-like playing advice.

ATV OFFROAD FURY (NTSC)

The oil-spitting lunacy of *Offroad Fury* won't be coming to the UK, but if you like your sports big, loud and American, it might be worth a look. If crotching yourself over a set of handlebars, careening off cliffs and smashing into trees isn't painful enough – do it on a faster vehicle. Just try the following.

1000cc Quad ATV
Successfully complete the game's Pro-career mode.

Yamaha Raptor
Successfully complete the game's Pro-career mode twice with the 1000cc Quad ATV.

Expert mode
Select Pro-career mode, then enter "ALLOUTA!" as a name.

MIDNIGHT CLUB

The Crusero Bueno's fine for aspiring street racers, but if you want to win in true Blues Brothers style, you'll be after one of those police cruisers. Alternatively, play through the Arcade mode and you'll be able to set up Capture the Flag bouts between an ice-cream van and a double-decker bus. Watch those pedestrians fly.

Manhattan police
Complete Manhattan Level 10 in Head-to-Head mode.

London police
Complete London Level 10 in Head-to-Head mode.

London bonus cars:
Win all the waypoint races from 11 to 15 in London to unlock the Alpha, Double-Decker Bus, Black Taxi, Crown Mail Truck, and Crescendo.

Manhattan bonus cars
Win all the waypoint races from 11 to 15 in New York to unlock the Beta, Bus, Ice Cream Truck, Meter Maid, and Fiorenza II.

STREET FIGHTER EX3

Super-hidden characters
With a bit of concerted effort, it's possible to unlock the characters you always wanted for a really vicious tag-team – Evil Ryu and Super M. Bison. Just complete the game eight times with either Ryu or Bison on Normal mode, then use the Select button to choose them on the Character Selection screen. Now, batter each other to smithereens.

PRO TIP
SFEX3
To stand a better chance of beating the tougher difficulty levels, always make sure you fight Ken in the early rounds - he's an invaluable tag partner.

SPLITSVILLE: Get extra airtime - and endanger your own baby-making capabilities - with the Raptor.

KICKING OFF: We haven't yet found a way to make playing as Ace enjoyable, though.

WIRED UP

PSM2'S NET FILTER SORTS THE GOOD FROM THE BAD.

Killing zombies, saving princesses, collecting homing pigeons – thanks to *Onimusha* the samurai lifestyle's never been cooler. But how do you get in on the act in the modern world? We find out...

HAGAKURE

Hagakure, written by Yamamoto Tsenetomo in the 1700s, is the definitive book of samurai philosophy, emphasising purity and selflessness through Zen and Confucianism. It's also full of timeless advice, such as how to disguise a hangover (wear make-up) or make your own underwear (use badger skin – it'll discourage lice). Find the whole book here. *homepages.go.com/homepages/f/o/w/fowlerl/hagakure/*

THE BOOK OF FIVE RINGS

Miyamoto Musashi – the very loose basis for Square's *Brave Fencer Musashi* – managed to become the most revered swordsman in Japan by cheating a lot and hitting people with a wooden sword. In his classic Book of Five Rings, he offers advice on 'mingling in battle' and instructs us to 'do nothing that is worthless'. Suddenly, the way of the samurai involves giving up beer and TV. Hmmm... *www.samurai.com/5rings/*

THE STEEL SOURCE

Then there's the best bit of being a samurai – wandering about with three feet of sharpened katana strapped to your back. The Steel Source has all sorts of stabbing implements on offer, but we liked the Legendary Dragon – selling at an affordable $119.99, it comes with a lacquered scabbard and a free 'Skull Cutter' knife. Sadly, they don't ship orders outside the US. And of course, we're not living in a constant state of warfare. Ah, well... maybe one day. *www.thesteelsource.com*

BYTESIZE

› **MGS2:** When you finally get your mitts on the demo, stand behind bad guys as they're regaining consciousness – you'll be able to pop their necks in the split second that they're vulnerable when they get up.

› **DONALD DUCK: Quickly collect five cogs to get one letter from the word 'SPECIAL' in any level. Keep collecting cogs until the entire word is spelt out. Complete the level to learn a special move. Pap game, though...**

› **DISNEY'S DINOSAUR:** A branch in Flia's beak stuns enemies, but also blocks some of the damage from enemy attacks. Alternatively, team up in combat and you'll win almost every time... not that you'll need much extra help.

› **ETERNAL RING: Early on, after the man takes your sword for 'safe keeping', talk to Wallace and he'll give you a knife. Talk to him again and he'll sell you a sword for eight gems. Then kill some crabs to get the gems back.**

› **WILD WILD RACING:** At the beginning of a race wait until the countdown gets to one, then press ⊗. This'll give you a sneaky turbo off the line, enabling you to get your nose in front of the pack on the first corner.

› **DISNEY'S DINOSAUR: If you see lightning strike a tree, collect the balls of energy from it as fast as you can. Save the energy, and you can use it later in skirmishes as a powerful special attack.**

› **ONI:** When jumping off or falling from a high area, press L2 close to the ground to pull off a flip and not take any damage from the fall. Do it too high up, and you'll still be injured – but make sure you don't leave it too late.

The challenge is nearly over, and we're seeing the true champions (and the complete obsessives) emerge. Tseun Yau's improved his position, but Colin Mills is still on top through a truly titanic effort. If Pipedream isn't your thing, then send us your records for the other levels and you could still see your name in lights – we've got something special coming up...

TOP 20 'BOARDERS

There's not long left until that April 1st deadline – can anyone claim the snowboard from Colin?

1	Colin Mills	551,821
2	Tsuen Yau	550,705
3	Manfred Dollinger	520,910
4	Gary Craig	517,490
5	Chris Burridge	509,035
6	David Vowles	483,133
7	Kris Emeny	450,495
8	Chris Walker	429,110
9	Jonathan Thomson	423,270
10	Gordon Speedie	406,130
11	Simon Enever	405,068
12	Daniel Martin	403,910
13	Matthew Hawdsley	373,970
14	Philip Townsend	363,415
15	Ben Cooke	351,580
16	Marco Sarasini	345,950
17	Daniel Stoner	298,480
18	Matthew Ayers	273,425
19	Ian Quinn	253,270
20	Michael Colenutt	252,280

PRIZES

OVERALL SSX CHAMPION: A branded EA snowboard PLUS three new EA PlayStation 2 games: *NHL 2001*, *FIFA 2001* and *F1 Championship Season 2000*.

TWO RUNNERS UP: Three new games: *NHL 2001*, *FIFA 2001* and *F1 Champ Season 2000*.

RULES

1) You can use any character and any board.
2) Use of cheat codes/cartridges is forbidden.
3) Any legitimate short-cut is acceptable.
4) The winners must be prepared to back up their scores with evidence – we'll only accept proof of your winning run – either a video or a photo of the TV screen displaying your score. Unfortunately, we can't return videos or photos.
5) The closing date for entries is 1st April, 2001. Winners will be announced in PSM2#10. As always, no correspondence will be entered into.
6) The Editor's decision is final.

›MECH THE MOST OF IT

ARMORED CORE 2

Grab your adjustable spanner and let's get tightenin' those nuts.

HIDDEN AC PARTS

Whirrrr. Clank. If you want to stand a chance of becoming the legendary Nine Breaker, you'll need to make some serious adjustments to your AC unit. Luckily, the levels are packed with extra bits to bolt onto your machine. Here's a guide to the best ones...

CORE DESIGN: We've gone for a nice bright bot to strike fear into the hearts of the enemy. Possibly.

Destroy Computer

From the start, move left past the first two containers and blow the third one up to receive a rapid-firing lock-on missile-launcher.

Destroy Containers

When you have to destroy the crates during the snow mission, enter the crack to the right of the starting location. Destroy part of the airplane to open a small cave. It contains a power-up for your left arm functions.

Eliminate Leos Kline

In the last hallway before entering the chamber, where you will do battle with Kline, you'll see two side doors. On the floor of the small room behind the left door is an energy-based version of the slug gun.

Ground-Based Assault

Go to the opposite side of the map. Fly underneath the bridge to find a ledge that has the highest armoured head possible hidden on it.

Protect The Train

When the train arrives, destroy the second to last train car to reveal a Back Booster. You'll automatically fail the mission, but when you return to the main screen you'll have kept the part.

MIS-CARRIAGE: Just dodge the aerial attacks until the train turns up – don't bother fighting.

UNDER THE BRIDGE: The train's a good way of escaping – but watch those overpasses.

Rescue Research Team

Go approximately halfway through the corridor with the floating platform. Repeatedly shoot the different coloured disk. Fall all the way down the opening that appears to find the LS-Moonlight, the most powerful laserblade in the game.

Stop The Surface Weapon

Go past the weapons to find the Karasawa MK-II near some rocks.

Training Room

Repeatedly shoot the circle in the ceiling until it breaks. Enter the hidden area and follow the shaft to find a part for your radar.

Underground Railway

Follow the right-side branch of the tunnel to the end. Destroy the panel at that location. There's another panel in the ceiling above – shoot it to find the best shield available.

Zio City Suppression

Quickly search the urban area to the right to find a hidden AC part. You'll have to leave at least one of the special forces alive until you find it.

Easy Points

Remember, it's possible to pick up relatively simple league victories when extra challengers appear. Keep checking below your position.

HOW TO GET YOUR BRAINS INTO YOUR PLAYSTATION 2

The first thing to note is that programming in YABASIC is much easier if you shell out for a USB keyboard. It may be that you have one of these already however. Most Apple Mac computers use USB keyboards, so you can simply unplug it from there and connect it straight into your PS2's USB port. Most PC keyboards use a dedicated PC connection so the chances are you're out of luck there. Still, if you're serious about YABASIC you can pick up a USB keyboard in computer superstores for about £30 – just make sure it says USB on the box.

MAC USB KEYBOARD: PS2 compatible, and rather attractive an' all.

YABASIC

Welcome to part two of our YABASIC guide. Did you know you can program your own games on your PS2? It's all thanks to the YABASIC program on your in-box demo disc... and PSM2's exclusive YABASIC guide, of course.

GETTING STARTED

First of all insert your PS2 demo disc (the one you got in the box with the machine) and fire up your PS2. Now scroll right one notch and select YABASIC with ⊗. Press ⊗ again to start.

You start off in the Reference section of the program – a kind of built-in manual. You can read this if you like, but be warned – it starts off simply enough but disappears up its own jacksie in no time. It doesn't even tell you how to get out of the damn reference section. Hmm, friendly..

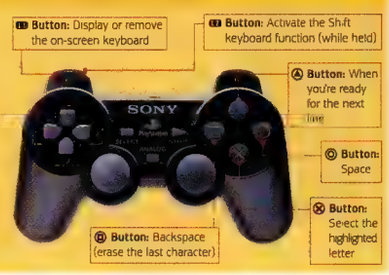
STEP 1

Here's how to get moving. Press ▬. A menu appears, linked to the bar at the bottom of the screen. This is the Select menu and is showing you the options available in that particular menu. Move ↑ and ↓ with pad or stick and press ⊗ to select an option or ← and → to highlight more options.

Right, now you're ready to get into some programming. With the menu up press → once to highlight NEW-A down at the bottom. Now highlight Clear Page (the highlight is actually the darkest option...) and press ⊗. You've now got a nice clear page to enter your program. Press L1 once then enter the lines of code on these pages just as if you were entering your name at the beginning of a game. Note: to get the " symbol you have to press and hold L1 and select the location where ↓ was – so " is Shift + ↓, get it?

STEP 2

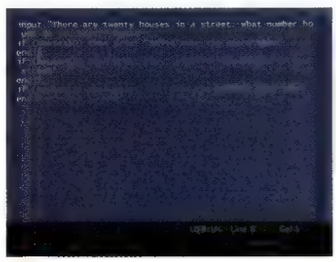
KEYGUIDE: You'll need the following buttons to help you around the screen:


L1 Button: Display or remove the on-screen keyboard
R1 Button: Activate the Shift keyboard function (while held)
△ Button: When you're ready for the next line
○ Button: Space
⊗ Button: Select the highlighted letter
□ Button: Backspace (erase the last character)
SONY

Last issue we showed you some basics. This month we get more advanced as we begin to create more complex gaming programs, including a top version of a 'classic bat and ball game'.

Game programming, or any other sort of programming for that matter, is all about monitoring what's inputted via the joypad or keyboard, and making decisions based on these inputs that'll affect appropriate outcomes. Sounds complicated, but it all comes down to using arguments...

The basis of an argument in YABASIC is the IF instruction. This works exactly as the IF statement does in real life. Have a look at this example. Remember how to input lines of code and the 'INPUT' instruction from last month? Give this little program a try:



1 input "There are twenty houses in a street. What number house do you want?" house
if (house<10) then print "Quite near the start then"
endif
if (house=10) then print "Hey, right in the middle of the street"
endif
if (house>10) then print "So, past the halfway mark then"
endif

Enter it as above, with the endif commands on separate lines. Run it and you'll be asked to input a number. Depending on your response you'll get one of three answers. Let's break the three 'argument' lines down:

2 See the (house<10) bit after the 'if' command? This tests if the number you input (which the program calls house - or whatever you called it at the end of the line above) is less than ten. Note how the 'argument' bit of the line must be in brackets. This is so YABASIC doesn't get confused with what's a number and what's an instruction. So you can think of this line like this:

IF the number I input is less than 10 THEN print "Quite near the start then"

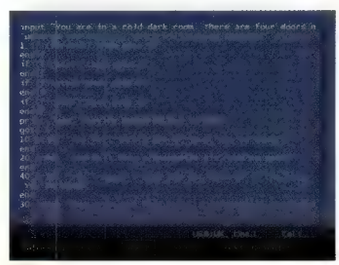
The endif command is used to tell YABASIC that the argument is over - anything after this word is a new instruction or argument. This is the classic if/then argument and forms the basis of all computer programs.

3 The next line is almost identical. This one sees if the number you input is *equal* to 10 – you input the number 10. This results in a different comment being printed – "Hey, right in the middle of the street". Again, an endif instruction ends the command.

Finally the third line tests if the number is over 10 ('>' means greater than 10) and once again we get a different answer.

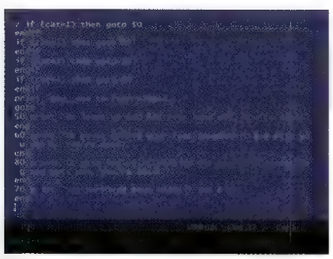
That's it, the if/then argument. With this, and the basic entry and printing we showed you last month, you can put together your own programs. Don't be afraid to mess around with the code (including bits of last month's programs) to create your own variations.

OK, now let's throw in another vital instruction: the GOTO instruction. This *goes to* another line of the program depending on what you input. The part of the program it goes to are marked with line numbers, allowing the program to move through the lines in a non-linear way. Have a look at the following program to see how this can be used to build a basic adventure game:



4 input "You are in a cold dark room. There are four doors numbered one to four. Which will you go

```
through?" first
1 if (first=1) then goto 10
endif
if (first=2) then goto 20
endif
if (first=3) then goto 30
endif
if (first=4) then goto 40
endif
print "Hey they're numbered one to four..."
goto 1
10 print "You fall into a pit of lava. You're dead!"
end
20 print "You fall into a crocodile pit. You're dead!"
end
40 print "You trigger a trap and get speared in the head. You're dead!"
end
30 input "You enter the next room. A giant cat lurks in the corner. Will you 1) stroke it, 2) kick it, 3) feed it a bit of your sandwich, 4) ignore it?" cat
2 if (cat=1) then goto 50
endif
if (cat=2) then goto 60
endif
if (cat=3) then goto 70
endif
if (cat=4) then goto 80
endif
print "Hey, one to four please..."
goto 2
50 print "It leaps up and has your hand off. You're dead!"
end
60 print "It moves before your foot touches it and eats you whole. You're dead!"
end
80 print "It gets fed up waiting for you and eats you. You're dead!"
end
70 input "You survived your ordeal! You Win."
end
```



5 Enter the program as shown. See how it's made up? There's a question, options, then results. It's essentially the same code twice, with the words and line numbers changed. In this program there're two questions, but by copying further question-and-answer lumps of code onto the end you could make the program go on forever.

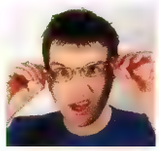
6 To finish, here's a YABASIC version of a classic 'bat and ball' game, written for PSM2 by Pieter-Bas Ijdens (pbijdens@monad.freeserve.co.uk). Use ↑ and ↓ or Ⓐ and ⊗ to move the pads. We'll break it down for you (and have our first foray into graphics) next issue. Any questions write to us at the usual address ore-mail daniel.griffiths@futurenet.co.uk.

PSM2 'POING'

OK. Here we go. We've styled each line differently, so you know which info should appear on which separate line as you type it in.

```
PADS = 2

BAT_HEIGHT = 40
BAT_WIDTH = 8
BAT_SPEED = 10
BAT_OFFSET = 20

BALL_RADIUS = 6
BALL_SPEED = 11

XSIZE = 640
YSIZE = 512

main()

sub main()
init()

cont = 1

wait_controller("Press any button to start.")

while(cont = 1)
draw_new_field()

update_bat(left_bat(), "PORT1", 16, 64)
if (PADS = 2) then
update_bat(right_bat(), "PORT2", 16, 64)
else
update_bat(right_bat(), "PORT1", 4096, 16384)
endif

update_ball()

pause 0.02
wend
end sub

sub update_bat(bat(), addr$, up, down)
local maxstep

if (and(peek(addr$), down) > 0) then
maxstep = YSIZE - (bat(2) + (bat(4) / 2))
bat(2) = bat(2) + min(maxstep, BAT_SPEED)
elsif (and(peek(addr$), up) > 0) then
maxstep = bat(2) - (bat(4) / 2)
bat(2) = bat(2) - min(maxstep, BAT_SPEED)
endif
end sub

sub update_ball()
b_newx = ball(1) + ball(5) * cos(ball(4))
b_newy = ball(2) + ball(5) * sin(ball(4))
b_newr = ball(3)
b_newa = ball(4)
b_news = ball(5)

check_topbot_collission()
check_bat_collission(left_bat())
check_bat_collission(right_bat())
check_leftright_collission()

ball(1) = b_newx
```

```
ball(2) = b_newy
ball(3) = b_newr
ball(4) = b_newa
ball(5) = b_news
end sub

sub check_topbot_collission()
local r, y_toomuch

r = ball(3)

if (b_newy < r) then
b_newy = r + (r - b_newy)
b_newa = (2 * pi) - b_newa
beep
endif

if (b_newy > (YSIZE - r)) then
y_toomuch = r + (b_newy - YSIZE)
b_newy = YSIZE - (y_toomuch + r)
b_newa = (2 * pi) - b_newa
beep
endif
end sub

sub check_leftright_collission()
local r, reinit

r = b_newr
reinit = 0

if (b_newx < r) then
score(2) = score(2) + 2
reinit = 1
beep
elsif (b_newx > (XSIZE - r)) then
score(1) = score(1) + 1
reinit = 1
beep
endif

if (reinit = 1) then
b_newx = XSIZE / 2
b_newy = YSIZE / 2
b_newa = random_angle()

wait_controller("Press any button to start.")
endif
end sub

sub check_bat_collission(bat())
local a, b, x, y, rev, bx_n, bx_o
local ignore, y_top, y_bot, too_much

if (bat(1) > (XSIZE / 2)) then
x = bat(1) - (bat(3) / 2)
rev = -1
bx_o = ball(1) + ball(3)
bx_n = b_newx + b_newr
if (bx_o >= bx_n) then
ignore = 1
elsif ((bx_o > x) or (bx_n < x)) then
ignore = 1
endif
else
x = bat(1) + (bat(3) / 2)
rev = 1
bx_o = ball(1) - ball(3)
bx_n = b_newx - b_newr
if (bx_o <= bx_n) then
ignore = 1
elsif ((bx_o < x) or (bx_n > x)) then
ignore = 1
endif
endif

if (ignore = 0) then
rem Let's give the players a bit of slack (b_newr / 2)

y_top = bat(2) - (bat(4) / 2) - (b_newr / 2)
y_bot = bat(2) + (bat(4) / 2) + (b_newr / 2)

a = (ball(2) - b_newy) / (ball(1) - b_newx)
b = b_newy - (a * b_newx)

y = a * x + b

if (y >= y_top and y <= y_bot) then
```

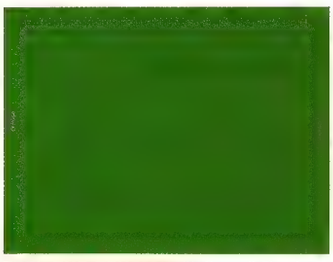


CHRIST ALIVE!
Look at it! Just look at it! This is what your £300 bit of kit was born to run! Go on - impress yo' woman with *PSM2 Poing...* Breathtaking.

TAKE CARE...
Remember to input the code carefully. If you've run in the program and nothing happens, you'll have to check back through the code. This is called debugging. Hey, you're now a games programmer.

```
if (b_news > 2 * b_newr) then
draw_the_ball(x + (rev * b_newr), y,
b_newr)
endif

too_much = b_newx - (x + (rev *
b_newr))
b_newx = (x + (rev * b_newr)) -
too_much

b_newa = pi - b_newa
endif
endif
end sub

sub draw_new_field()
buffer = 1 - buffer
setdrawbuf buffer
setrgb 0, 64, 127, 64
clear window
draw_bat(left_bat())
draw_bat(right_bat())
draw_ball()
draw_score()
setdispbuf buffer
end sub

sub draw_ball()
draw_the_ball(ball(1), ball(2), ball(3))
end sub

sub draw_the_ball(x, y, r)
setrgb 1, 127, 127, 127

fill circle x, y, r
end sub

sub draw_bat(bat())
local ltx, lty, rbx, rby

ltx = bat(1) - (bat(3) / 2)
lty = bat(2) - (bat(4) / 2)
rbx = bat(1) + (bat(3) / 2)
rby = bat(2) + (bat(4) / 2)

setrgb 1, 127, 127, 127
fill rectangle ltx, lty, rbx, rby
end sub

sub draw_score()
setrgb 1, 0, 0, 0

text 50, 20, str$(score(1)), "cc"
text XSIZE - 50, 20, str$(score(1)), "cc"
end sub

sub init()
init_structures()
init_screen()
end sub

sub init_structures()
rem ball: x, y, radius, angle, speed
dim ball(5)
init_ball()
rem left_bat: x, y (center), width,
height
dim left_bat(4)
left_bat(1) = BAT_OFFSET
left_bat(2) = YSIZE / 2
left_bat(3) = BAT_WIDTH
left_bat(4) = BAT_HEIGHT

rem right_bat: x, y (center), width,
height
dim right_bat(4)
right_bat(1) = XSIZE - BAT_OFFSET
right_bat(2) = YSIZE / 2
right_bat(3) = BAT_WIDTH
right_bat(4) = BAT_HEIGHT

rem score: left, right
dim score(2)
score(1) = 0
score(2) = 0
end sub

sub init_ball()
ball(1) = XSIZE / 2
ball(2) = YSIZE / 2
ball(3) = BALL_RADIUS
ball(4) = random_angle()
ball(5) = BALL_SPEED
end sub

sub random_angle()
local r

r = ran() * 2 * pi

rem These angles keep the game
interesting
while (((r > 0.4 * pi) and (r < 0.6 *
pi)) or ((r > 1.4 * pi) and (r < 1.6 *
pi)))
r = ran() * 2 * pi
wend

return r
end sub

sub init_screen(text$)
open window XSIZE, YSIZE
buffer = 0
setdrawbuf buffer
setrgb 0, 64, 127, 64
clear window
end sub

sub wait_controller(text$)
setrgb 1, 0, 0, 0

text XSIZE / 2, YSIZE / 2, text$, "cc"

while (or(peek("PORT1"),
peek("PORT2")) = 0)
pause 0.02
wend
end sub
```

That's it. Join us next issue as we take you into the joys of creating your own graphics. This is where things get really *complicated.*



FEEL THE TENSION: It's three-all. The atmosphere's electric... who'll get that vital winner. We can't bear it! Alright, so it's a long way from *ISS*, but this is where it all begin... and it's not a bad starting point for you, either.

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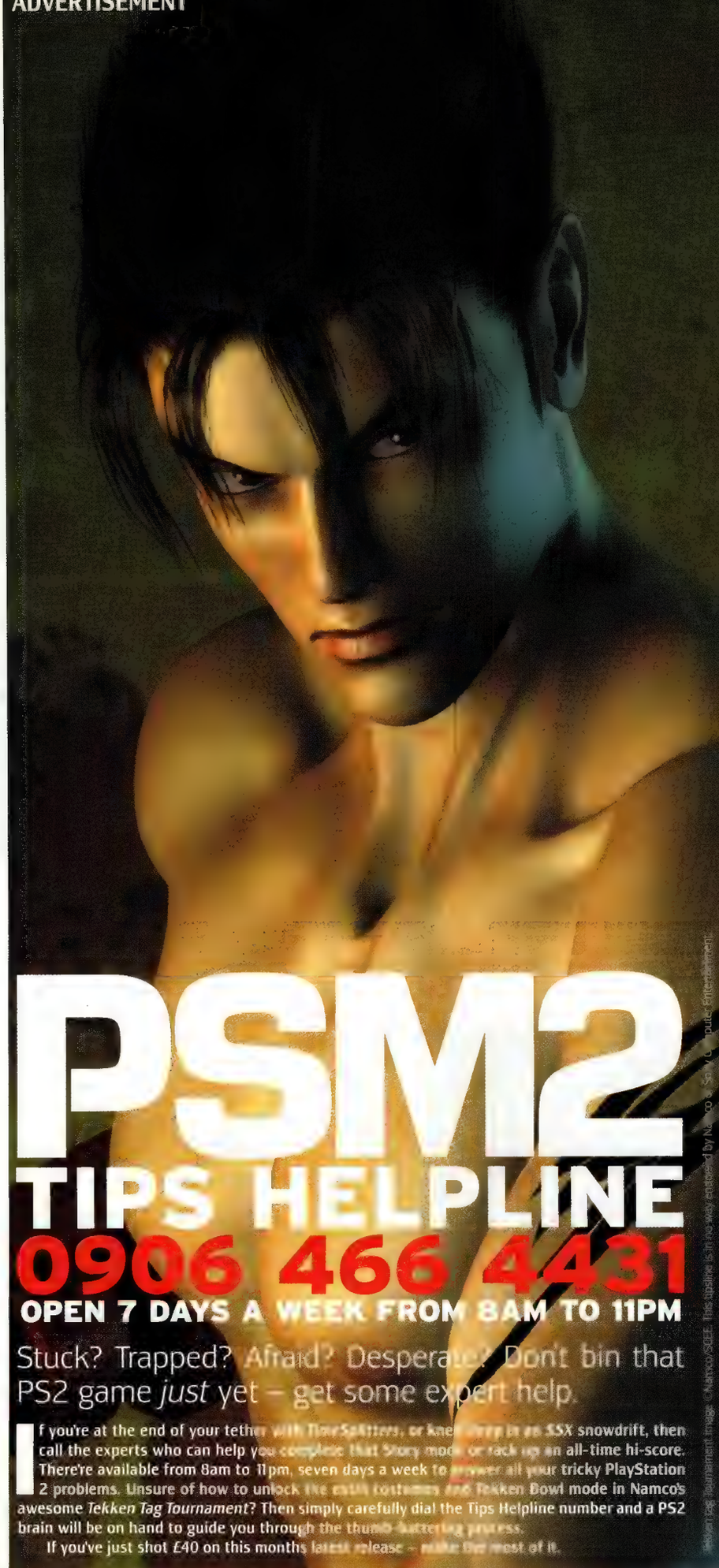
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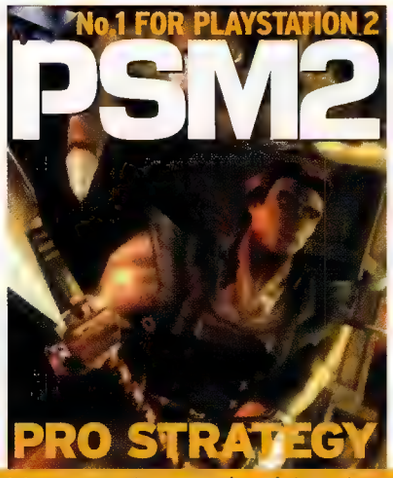
Quote: PSM2APRIL



Summoner

You won't see the big picture if you don't knuckle down with the little people. Here's your essential guide to getting the most out of this sprawling epic.

DEVELOPER Volition
PUBLISHER THQ
GAME TYPE RPG

Summoner

THE AIM OF THE GAME

The story so far – following a freak accident, Joseph the Summoner's sworn not to do any more summoning. Sadly, this doesn't impress the Kingdom of Orenia, who've heard it prophesied that he'll overthrow their leadership, and they send a gang of hardnuts to his village to make sure he keeps his vow. With pointy things. All you've got to do, then, is fulfil the prophecy, defeat the Orenian invaders and bring everlasting peace to the Medevan plain. Easy. As you progress, you'll meet lots of people asking for your assistance. You can play through the main quest without helping them, but it ain't a good idea.

QUESTING TIMES

Without tackling at least a few sub-quests, you won't have enough experience or flashy weapons to defeat the later villains. Complete them all – although it'll take a while – and you'll batter even the mighty Machival senseless. Which is why we're giving you a guide to every quest, with handy maps pointing out the important locations. There's nothing worse than slaughtering a band of thieves to get the Goblet of Thrull, only to forget who you're supposed to be giving it to.

COMPREHENSIVE GUIDE クハミマシニ

THE MINI QUESTS

Helping people should be it's own reward – but it isn't. Here you'll find the first part of our complete list to the game's sub-quests – and what you'll get for completing them.

AESIK'S SWORD

Aesik, a villager of Masad, has asked you to give his ancestor's sword to his nephew Earis. The nephew lives in Lenele.
Rewards: 100 XP and Bastard Sword

DURGAN'S LUCKY CHARM

Durgan the sailor needs his lucky charm, an earring from a spirit of the sea of Khadim.
Rewards: 100 XP (Ivas), 200 XP (Gebbin), 200 XP (Agilo), 300 XP (Dama), 400 XP (Torras), 500 XP (Humbus), 1,000 XP, (Chengdai), 4,000 XP (Likai), 100,000 XP (Durgan), Breaching Claymore

THE SEEDS OF AAHUR

In the harbour district, Lenele, Beelon has hired you to take the Seeds of Aahur to a Khosani merchant named Elarh, who'll pay you for the delivery.
Rewards: 1,000 GP, 400 XP

CRAZY IVEN

Near the Lenele docks, you meet Crazy Iven, who speaks only in gibberish – but it's actually a cryptic message. To the left of Iven is a platform with a huge fish hanging on it. Examine the fish.
Reward: Fiery Falchion

RAGNELI'S ROBBERS

Near the Lenele docks, The Great Ragneli hired you to get rid of a band of robbers. He requires Zane the leader's bow as proof that you've completed the task. When you find Zane, just talk to him and convince him to give you the bow – don't bother fighting.
Rewards: 500 XP, 10 GP

THE SWORD OF JARL

Lord Korel, a Medevan nobleman, has absconded with a sword he's commissioned from Jarl the Smith. Find Lord Korel and extract from him either the sword or the gold to pay for it. Korel often hunts in the grasslands near Lenele. Find him and kill him dead.
Rewards: 500 XP, Medevan Hatchet

CERVAL'S GAME

A thief named Cerval used counterfeit coins to buy silk garments from Mercer the tailor. Cerval is in the Lenele Sewers next to the exit to the Old City. If you chat to him, he'll attack you.
Rewards: 500 XP and Silk Breeches

BOUNTY PARADISE

EASY MONEY

In the Old City of Lenele, a sewer cleaner named Merden is offering a bounty for dealing with the rather irritating problem of the Bactites in the sewers. Merden will pay you 50 gold pieces for each Bactite you manage to dispatch, but you must give him the Bactite's tail as proof.
Rewards: 50 GP per Bactite tail

PSM2 TOP TIP!
KILLING BACTITES
Rather than charging headlong into a pack of Bactites, creep up to them, lure one away from the pack and gang up on it.

SHARDS OF THE GHIMAADI
Find three shards from the ancient Sudani cities of glass: red, green, and blue. Take these shards to Varyssa in the Old City, and she'll give you a treasure only the Ghimaadi know how to make. The Blue Glass Shard can be found in the Temple of Urath. The Green Glass Shard is in the Lenele Sewers, and the Red one's in the Iona Catacombs.
Rewards: Shard Sword

THE SALT SMUGGLERS
Smugglers are sneaking salt into Lenele and hiding their supply somewhere in the city. A man named Pedrog is looking for their hiding place. The salt smugglers are the three Medevan thieves you come across in the Lenele Sewers near the exit to the Old City. Nick the chunk of salt off them.
Rewards: 375 XP and 900 GP

THE MERCHANT OF ORENIA
In the Old City of Lenele, a man named Aravind has asked you to find out what happened to his friend Jinyan, an Orenian merchant whose house was torched by an angry mob. Jinyan is in the prison – talk to Dagus the forger to get hold of some faked release documents.
Rewards: 100 XP (Gorbus), 75 GP and 150 XP (Aravind)

THE BEGGAR'S EYES
In the Old City of Lenele, a blind beggar wants his eyes back. The eyes were stolen by an apothecary who needs them to make an elixir. You'll need to give him a Fire Salamanka's tongue before he'll part with the eyes.
Rewards: 200 XP (Beggar), Blessed Surcoat

THE RAG DOLL
Near a well in the Old City, a butcher laments the loss of his daughter's rag doll. Without the doll, his daughter will become sick and die. The doll's in the Lenele Sewers.
Rewards: 400 XP, High Quality Knife

THE ENCYCLOPEDIA OF HERESIES
In the Crown District, a priest named Zefnat is missing two volumes from his encyclopedia. Bibrus – who has volume 28 – can be found in the southern section of Lenele Marketplace. Volume 67 is at the Iona Monastery.
Rewards: 300 XP (Bibrus), 500 XP (Zefnat), Garnet, 750 XP (Zefnat)

POMPORO'S HEIRLOOM
In the Crown District, the merchant Pomporo has hired you to find his ancestor's missing signet ring. It's in the Lenele Sewers.
Rewards: 600 XP, Berserker Sword

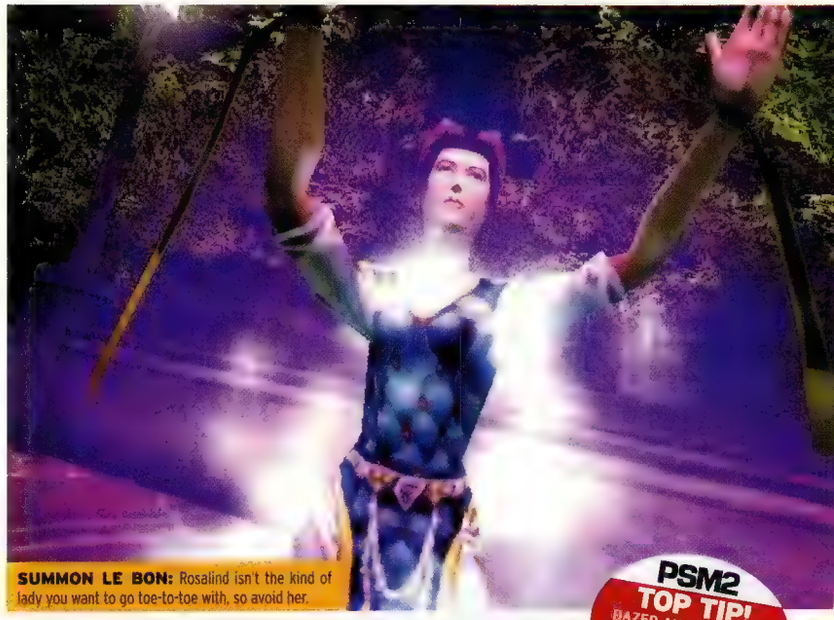
ELODACH THE INITIATE
Elodach the Initiate has vanished from the Temple of Urath. Jerve the Elder wants to know where he is – and he's fled to Iona.
Rewards: 700 XP, Ring of Talent

THE AMULET OF PRINCE YON
A man named Drego has hired Flece to steal an amulet that once belonged to the late Prince Yon. The amulet's in the locked room on the third floor of Lenele Palace.
Rewards: 200 XP, 2,000 GP

NOVICE SAMA
Brother Eamon is searching for a novice named Sama. Sama can be found in the small garden to the left of the Great Library. She'll give you a book.
Rewards: 200 XP (if you give the book to brother Morhan) or 200 GP (if you give it to Eamon)

MIALA OF THE IOMANI
On Iona, Sister Miala asked you to find her long-lost brother, Amas. He's a priest in the Temple of Urath. Talk to him and he'll give you a necklace to return to his sister.
Rewards: 150 XP (Amas), 800 XP (Miala), Garnet

QELAH OF THE MUTHAVI
Sister Qelah wishes to return to Muthavi, an island in the Galadian Archipelago. If you happen to meet a Muthavi trader, tell him the daughter of Tirasa waits for him on Iona.
Rewards: 250 XP (Muthavi Captain), 900 XP (Llio), Ring of Proficiency


SUMMON LE BON: Rosalind isn't the kind of lady you want to go toe-to-toe with, so avoid her.

PSM2 TOP TIP! DAZED AND CONFUSED
You'll want to avoid combat with Rosalind – but if you can't, use the Confusion chain to sap your enemy's AP.

THE TOME OF GAHNIS
On the island of Iona, a monk has given you the Tome of Gahnis. He explains that one day you will meet a man searching for it. You can only end this quest after you get the Khosani Scrolls. In the ruined garden of the Ionan monastery is a man named Iodir the Heretic. Give him the Tome.
Rewards: 10,000 XP, Thermal Medallion

TATHAL THE WANDERER
The daughter of an Orenian holy man, Sister Bilan has given you a scroll of her father's teachings. Give the scroll to Tathal the Wanderer – he's in the Orenian desert.
Rewards: 6,000 XP, Blue Dragon Scale

WID THE TERRIFIED
Find the Axe of Ikus for Brother Wid the Terrified, a monk who needs the weapon to confront the phantoms that haunt him. The blade's hidden in the Catacombs below the Crypt of Kings.
Rewards: 700 XP, Ring of Health

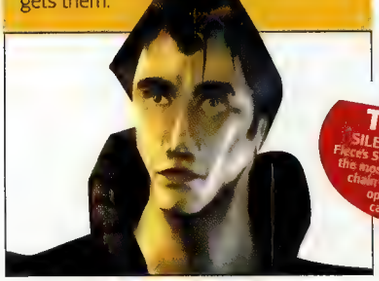
TORVA'S MAGIC LUTE
Attacked by monsters while picking flowers for his girlfriend, Torva's had his lute nicked. The only time you can get it though is at night and in an encounter in a forest to the west of Lenele.
Rewards: 500 XP, 125,000 GP

THE LORD CHAMBERLAIN'S MEN
Torvel, leader of the troupe of actors on Lenele's Crown District, has asked for your help. The Master of Revels has banned the company from performing in the Palace. You'll need to get six lots of gargoyle blood – from the Ruins of Ikaemos – to give to Krys the lantern maker. He'll give you six lanterns – give *them* to the Master of Revels.
Rewards: 2,000 XP (Krys), 500 XP (Master of Revels), 2,000 XP (Torvel), 5,000 GP

FRIENDS LIKE THESE...

When your party trick involves conjuring up an enraged blood golem, you have to settle for whatever you can find in the way of mates. Even if one of them's a thief and another one wants to kill you.

JOSEPH
Joseph's the most well-rounded member of the party – handy with a blade, but also responsible for saving everyone with his resistance to magic and medical abilities. Of the skills that he starts off with, you'll want to focus on improving his Sword and Heal abilities, shifting the emphasis to Holy Arms and (natch) Summoning when he gets them.



FLECE
The Thief
She's the first person to join your party. She can't really fight or cast spells, so her main role is to make items available and get into areas others can't. Bearing this in mind, you'll want to bump up her Pick Lock, Sneak and Appraise abilities.

PSM2 TOP TIP! SILENT BUT DEADLY
Flece's Silence attack is one of the most useful to keep in a chain – it prevents your opponents from casting spells.

ROSALIND
The Mage
She's the best long-range magician, and also helps to keep the party healthy. She's not too good at fighting, so set her AI to Healer/Caster, which should keep her out of the action. Focus on her long-range skills, including Bow Weapons, Heal, Dark, Energy, Fire and Ice.

JEKHAR
The Fighter
Hopeless at healing, but very good at hitting people, Jekhar's the blunt instrument of the group. Concentrate on increasing his Sword, Axe and Blunt Weapons skills. It's also worth putting some points into improving his Kick and Critical Hit abilities – he's got strong legs, and he might always get lucky with a boot to the groin.

PSM2 TOP TIP! CHAIN ATTACKS
When Joseph's learnt enough moves, the best chain attacks to keep are Burn Hands, Mind Drain, Life Leech and Desperation.

›TOUR GUIDE

THE MAPS

You shouldn't have any problems finding your way around your home village of Masad, but once you get into the big city of Lenele, everything gets a bit more confusing. For the best in shopping, gambling and fighting, use our handy guide.

LENELE OUTSKIRTS

There's not much happening, but it's worth dropping in at the armourer's to drop off all the worn katanas you've picked up.

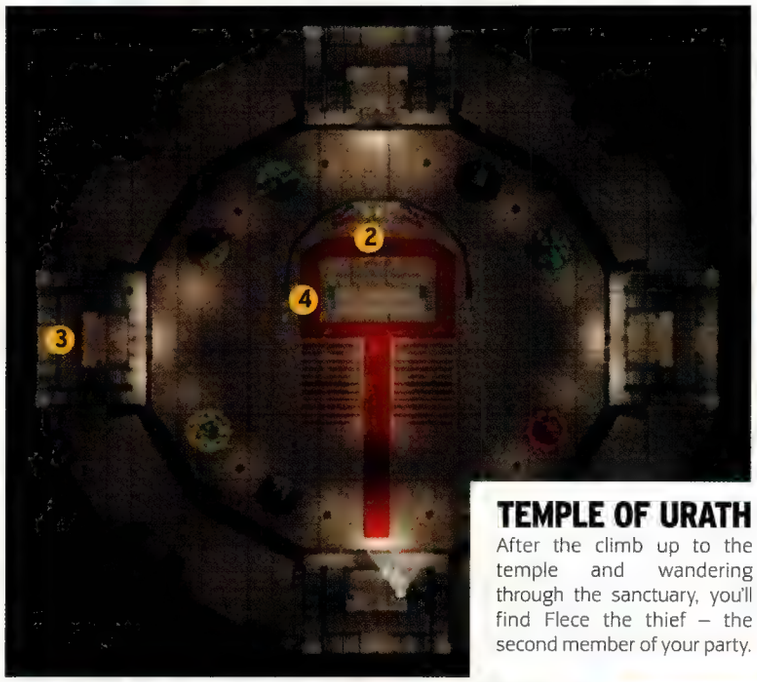
KEY
1 Arms Merchant
2 Kicle Rune
3 Crazy Iven
4 Beelon
5 Fiery Falchion
5 Healing draught
6 The Great Raqneli
7 Durgan
8 Sewer entrance
9 Marketplace
10 Drego

CROWN DISTRICT

There's not much going on in the Crown District – just have a chat with Pomporo and Zefnat, and they'll give you some easy quests for a bit of quick cash.

KEY
1 Zefnat
2 Shopkeeper
3 Pomporo
4 Jeweller
5 Amethyst

PSM2 TOP TIP! BOOKWORMS
When you're buying Zefnat's book back, don't tell anyone who sent you – they'll up the price.



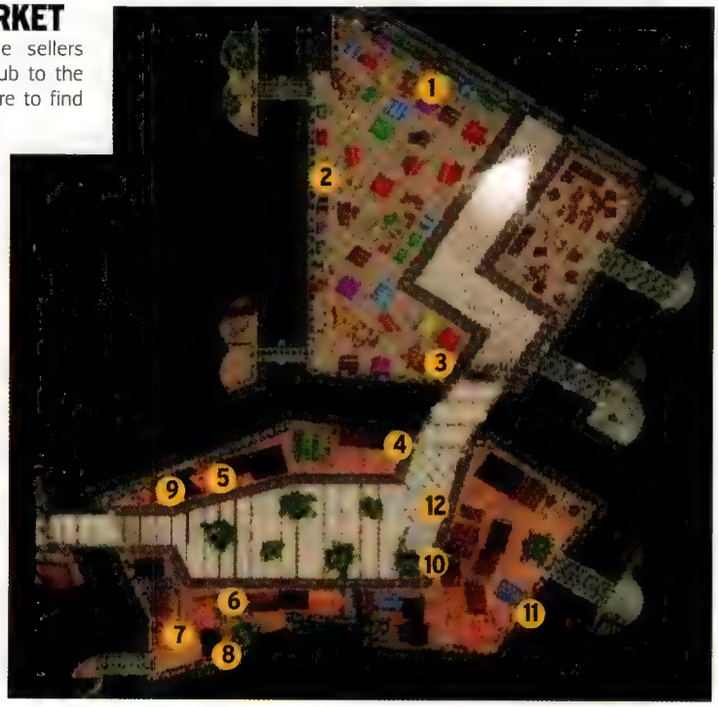
TEMPLE OF URATH

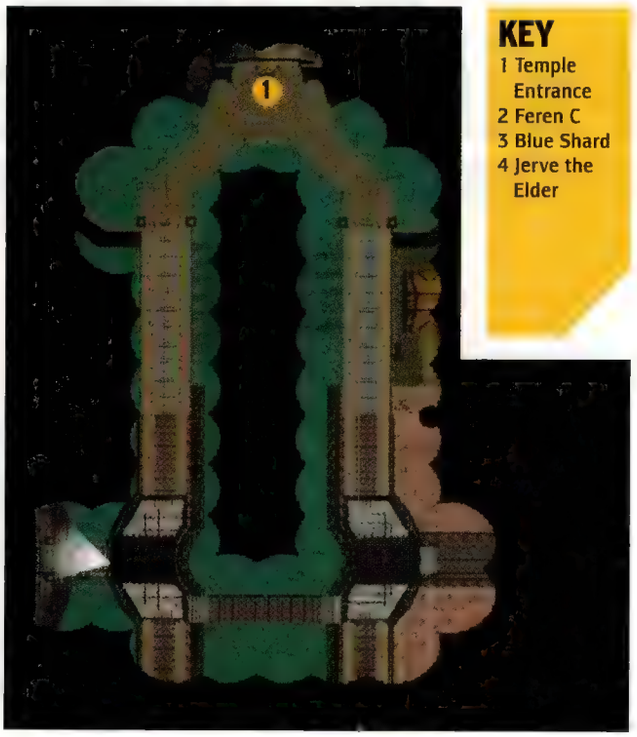
After the climb up to the temple and wandering through the sanctuary, you'll find Flece the thief – the second member of your party.

LENELE MARKET

You'll find all the sellers and general hubbub to the right, so head there to find some sub-quests.

KEY
1 G'Himmaadi
2 Shady Trader
3 Jekhar
4 Earis
5 Jarl
6 Mercer
7 Smithy
8 Lantern maker
9 Brewer
10 Bookseller
11 Lightning Rune
12 Armourer

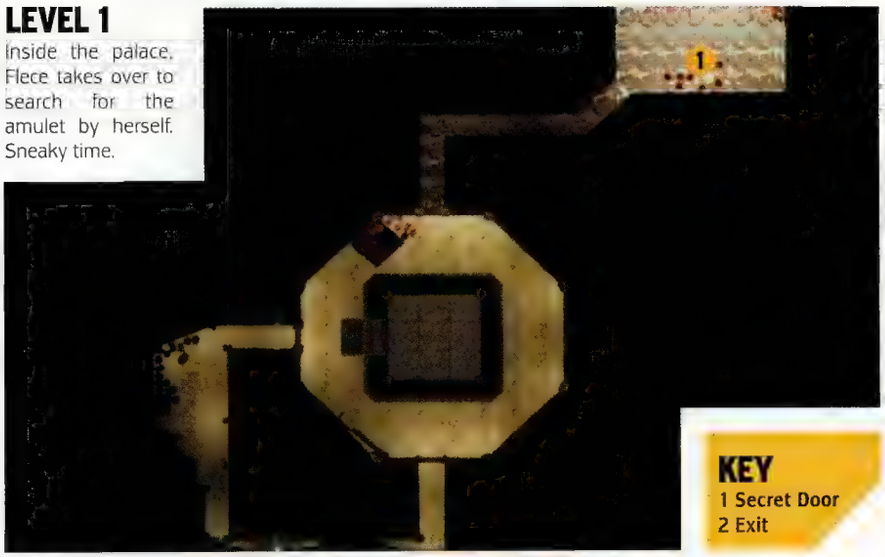




KEY
1 Temple Entrance
2 Feren C
3 Blue Shard
4 Jerve the Elder

LEVEL 1

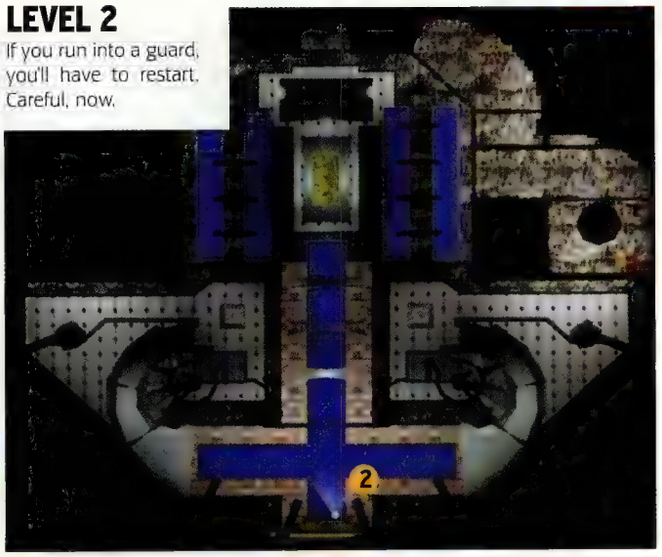
Inside the palace, Flece takes over to search for the amulet by herself. Sneaky time.



KEY
1 Secret Door
2 Exit

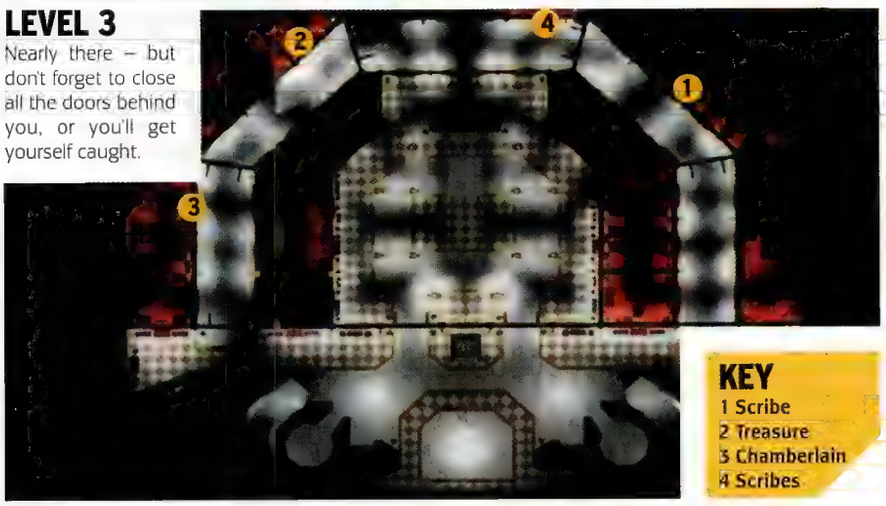
LEVEL 2

If you run into a guard, you'll have to restart. Careful, now.



LEVEL 3

Nearly there – but don't forget to close all the doors behind you, or you'll get yourself caught.



KEY
1 Scribe
2 Treasure
3 Chamberlain
4 Scribes

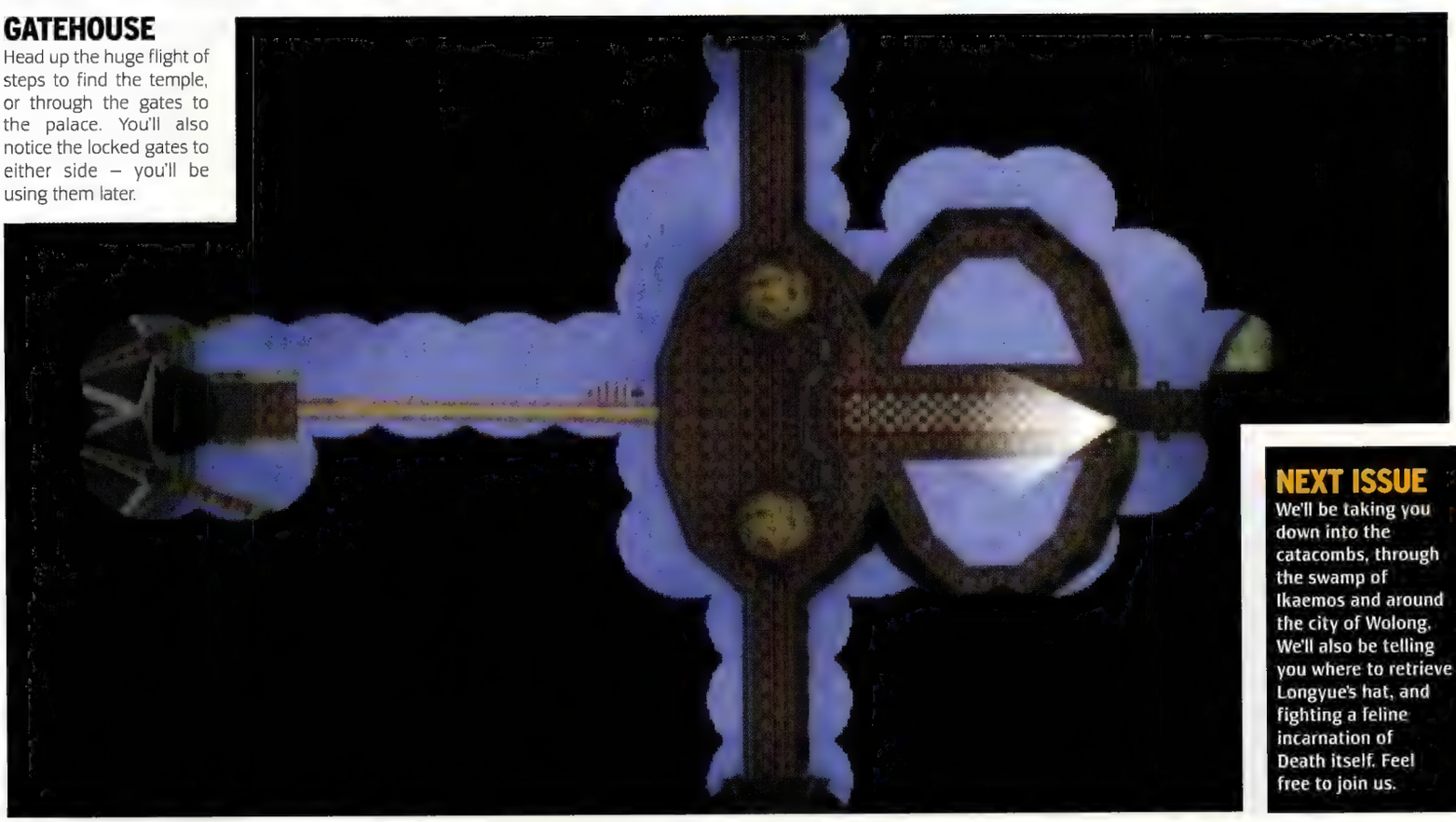
LEVEL 4

Look out for 1000 GP behind the ladies' room.

KEY
1 Fire Arrow Tract
2 Yago's Key
3 Yon's Amulet
4 Yago

GATEHOUSE

Head up the huge flight of steps to find the temple, or through the gates to the palace. You'll also notice the locked gates to either side – you'll be using them later.



NEXT ISSUE

We'll be taking you down into the catacombs, through the swamp of Ikaemos and around the city of Wolong. We'll also be telling you where to retrieve Longyue's hat, and fighting a feline incarnation of Death itself. Feel free to join us.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

In the world of the hi-tech gladiator, victory isn't enough – it's all about showmanship. Time to show them something they've never seen before.

DEVELOPER Epic Megagames
PUBLISHER Infogrames
GAME TYPE First-person shooter

Unreal TOURNAMENT

THE AIM OF THE GAME

After last issue's guide to the fearsome rigours of the tournament ladder, it's time to enjoy yourself. Unlike *TimeSplitters*, you'll probably spend most of your time on the single-player modes – fortunately, you'll find plenty of ways to keep yourself entertained. In the first section of this guide, you'll find all manner of creative ways to use the Mutators for a more entertaining experience.

OH, THE INHUMANITY

To complete the game on Inhuman, you'll certainly need a quick trigger finger and a wickedly violent disposition. More importantly, though, you'll need an eye for a good sniping position and a positively malevolent talent for creating sneaky traps.

That's why the second part of this guide gives you a head-start, by showing you the 20 most important tricks to master. Have fun. Just remember, if you catch yourself giggling like Cat Deeley when someone's head comes off, it's probably time for a break...

›MESS WITH THEIR HEADS

FUN WITH MUTATORS

Just switch these on or off at the Game Type menu for a slightly modified game. You can even combine them, with a couple of obvious exceptions – slow-motion and hyperspeed don't go well together.

1 LOW GRAVITY

Jump higher, bounce grenades further and send internal organs hurtling off into orbit with *UT's* most entertaining mutator. It's handy for floating gun battles, but you can also explore unseen areas of each level with cunning use of the impact jump and Translocator.

Best level: Facing Worlds

2 SLOW-MOTION

Ideal for practice at dodging bullets – turn up the X and Y control responsiveness, and you'll be able to react faster, even though everything's moving veeerrry slooooowly. Use slow-motion together with low-gravity, and you'll be able to have intricate aerial gun battles, rocket-jumping over your opponents and taking them out with a sniper rifle as you float back down.

Best level: Lava Giant

3 HYPER-SPEED

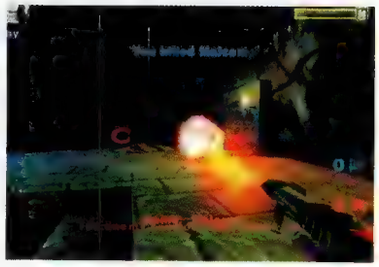
If you miss the relentless adrenaline of a good '*Splitters* Deathmatch, try flicking this on. It's great for flat levels full of miniguns and flak cannons – but almost useless if your weapon of choice is the sniper rifle. A fantastic choice for compact Domination levels – the points clock up fearsomely quickly, and you'll have to sprint around frantically to keep ahead of the game. Unfortunately, combined with the slightly jerky nature of four-player mode, it can be almost impossible to see what's going on.

Best level: Condemned

4 INSTAGIBS

Everybody's got the same modified shock rifle, and every shot's a killer. With Instagib switched on, tactics are irrelevant – it's all down to speed and accuracy. It's best used in compact levels where there's not much room to move, and it works beautifully with Hyperspeed.

Best level: Canyon Fear



5 BIG HEADS

Yes, it's comical – but there's a much more sinister reason for using the Big Head mutator. You've got a sniper rifle, they've got a head the size of a melon – it all goes a bit Day Of The Jackal from there. It works even better with Hyperspeed – there's something charming about helium-voiced munchkins running around *really quickly*.

Best level: Deck-16

›GETTING NASTY

20 EVIL TRICKS

Still hungry for blood? Amuse yourself at others' expense with the most deplorable tactics in the game.

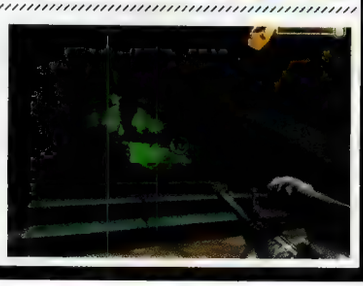
You've been announced as Grand Tournament Champion – adoring fans, lucrative soft-drinks endorsements and interviews with fawning bimbettes are all a regular part of your life. But somehow, it's not enough – the horrors of combat have twisted your brain into that of a bloodthirsty lunatic. Well, at least make the most of it. Here, for your pleasure, we present the 20 sneakiest, most morally bankrupt tricks we've learnt through 72 hours of non-stop fragging.

20 FIRE IN THE HOLE

The highest platform in Turbine's fun for many reasons – but lobbing grenades down the vent leading to the lower level's easily the best. Listen for shots below, then let 'em go. You won't even have to look them in the eye.

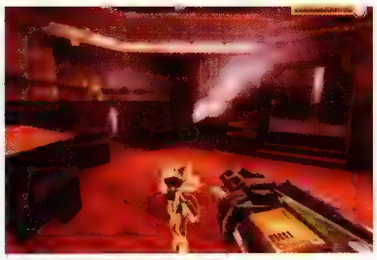
19 KING OF THE CASTLE

In the Rook Assault level, there's only one way for the attacking team to go – straight out of the double doors at the front. Slime it up with the biorifle, and watch them dissolve as they run out.



18 IN THE PITS

When you're fighting Damien on Phobos, get to the low-level section with the rocket-launcher. Then just camp there, watching the central pit, but occasionally lobbing grenades down the stairs to your left. He won't have a chance.

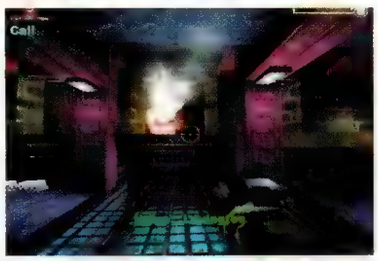


17 CLEAR THE DECKS

Drop to the bottom level of Deck-16, then run to the end with the rocket ammo. Get in the teleporter, and you'll find a redeemer right in front of you. Just get out of the enclosed space before you use it.

16 HIDING HOLES

We pointed out the secret wall hiding the Turbine's shield belt last issue – but once you've got it, hide in the cubby hole directly opposite. Someone's bound to go for it – just pop them in the back of the head.



15 FIGHT THEM ON THE BEACHES

For a real challenge when you're defending the Operation Overlord level, run out onto the beach with a sniper rifle. If you're fast enough, you can take out the opposition as they leave the boat – try for an Ultra kill.

14 ICY BENDS

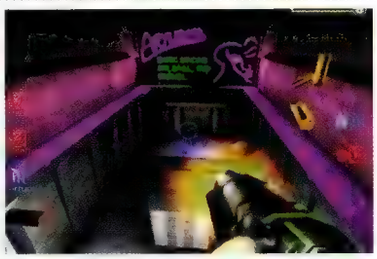
Ice Station Zeto's gently-curving corridors are perfect for well-angled ricochets. If someone's just run off and you've got a flak cannon or ripper, ping off a few rounds to stop them in their tracks. Get your angles right, though, or you'll be responsible for your own tragic demise.

13 FIRE AND FORGET

Remember, you don't *have* to use the guided secondary fire on the redeemer. If you're near a crowded bit of the level, just let rip and run away – you're bound to kill someone.

12 JUMP AROUND

In the Hood domination level, hang onto the anti-grav boots. When the rooftop falls into opposition hands, they'll be covering the stairs – bounce up behind them and give them the fright of their short lives.



11 A WATERY GRAVE

When you're defending the Mazon Fortress Assault level, grab yourself a sniper rifle and stay half-submerged in the water. The 'bots won't even spot you in their frontal Assault – take them out from the sides.

10 TURN UP THE PRESSURE

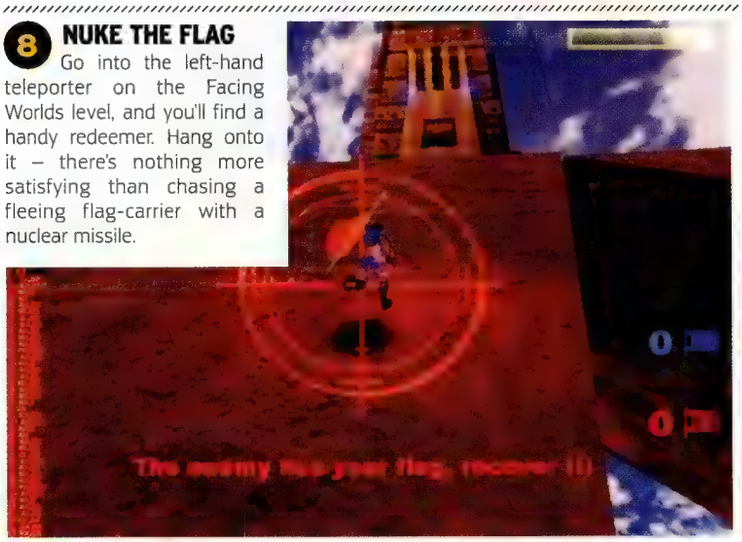
It's not enough to just hang about by the pressure switches. Lure your opponent in by standing on the high ledge near the water tank, then bust a cap into the switch from a distance to close the doors.

9 OFF WITH THEIR HEADS

When you're defending the Frigate, stand next to the entrance door by the gangplank with your chainsaw armed. As the enemy dash in, just decapitate the lot of them with one or two well-placed swipes.

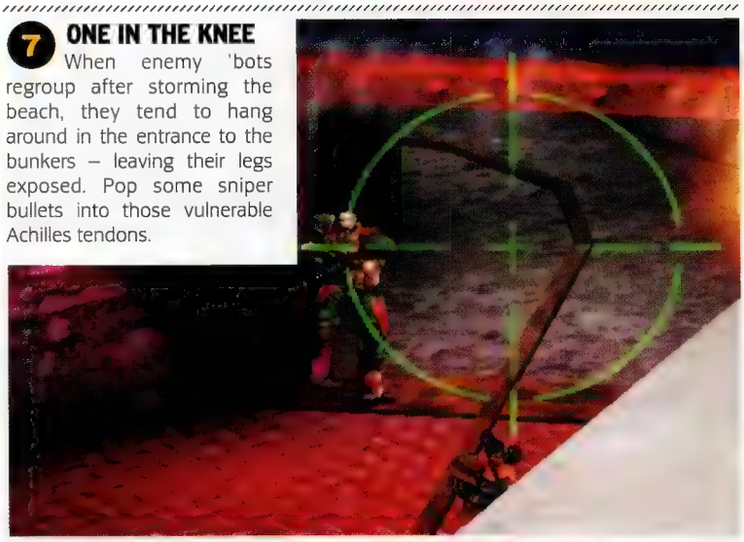
8 NUKE THE FLAG

Go into the left-hand teleporter on the Facing Worlds level, and you'll find a handy redeemer. Hang onto it – there's nothing more satisfying than chasing a fleeing flag-carrier with a nuclear missile.



7 ONE IN THE KNEE

When enemy 'bots regroup after storming the beach, they tend to hang around in the entrance to the bunkers – leaving their legs exposed. Pop some sniper bullets into those vulnerable Achilles tendons.



PRO TIPS

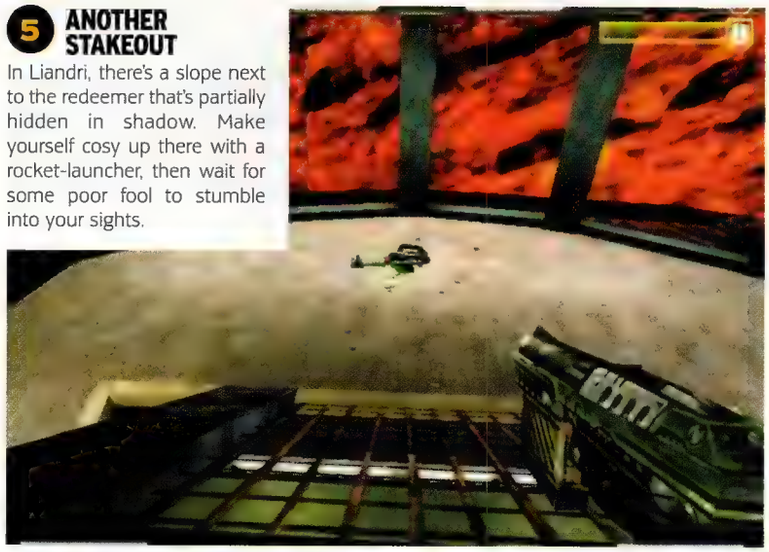
TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

6 SLUDGE PORT

If you've got some biosludge to spare, try spraying it around a teleporter. Chances are that some poor unsuspecting goon'll blunder into it as they 'port in.

5 ANOTHER STAKEOUT

In Liandri, there's a slope next to the redeemer that's partially hidden in shadow. Make yourself cosy up there with a rocket-launcher, then wait for some poor fool to stumble into your sights.

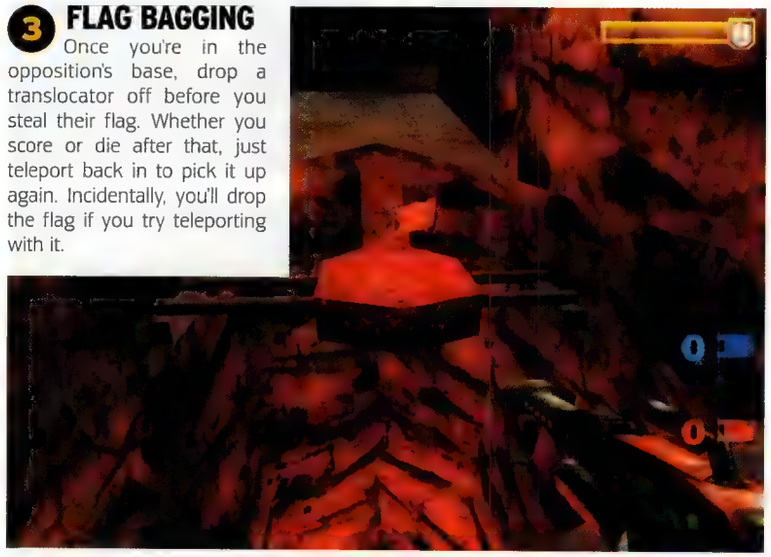


4 THE BLOB

They've got a flak cannon, you've got a biosludge rifle. Have faith – you *can* win. Just run away backwards, while holding down secondary fire. As they go in for the kill, release a full barrel of acidic slime into their unsuspecting face. Beautiful.

3 FLAG BAGGING

Once you're in the opposition's base, drop a translocator off before you steal their flag. Whether you score or die after that, just teleport back in to pick it up again. Incidentally, you'll drop the flag if you try teleporting with it.

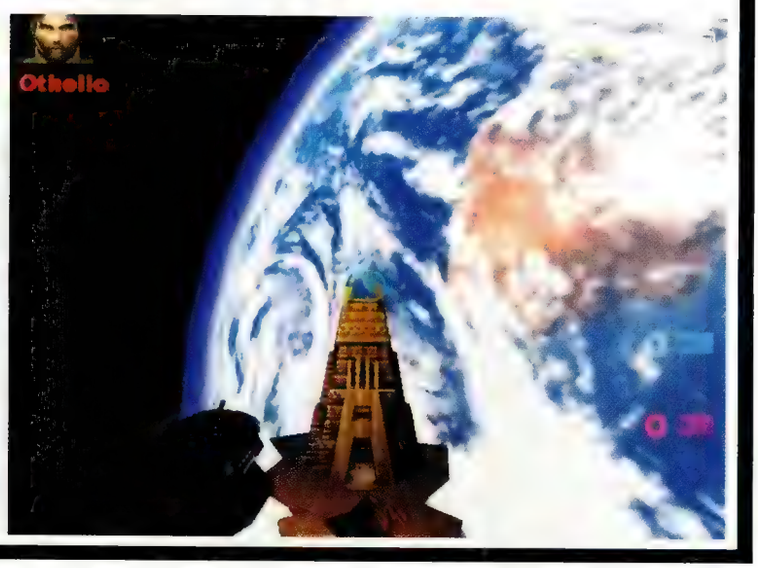


2 UNDER PRESSURE

So – you've scurried into the pressure room to gorge yourself on healthpacks, and some sneaky swine's sealed you in (see tip 10). Escape is impossible, surely? Not quite. You see, before going in, you fired a translocator onto the roof, leaving you able to simply teleport out and catch your smug opponent off-guard with a rocket in the head. Check*mate*, Mr Bond.

1 THE LONG JUMP

The ultimate challenge of your skill with all of *UT's* kit – you'll want to enable Low Gravity for this one. Impact jump off your own tower in Facing Worlds, then lob your translocator across the level. Teleport, then throw it again – eventually, you should be able to land on the opposite tower. It's a lovely surprise for the opposition sniper.



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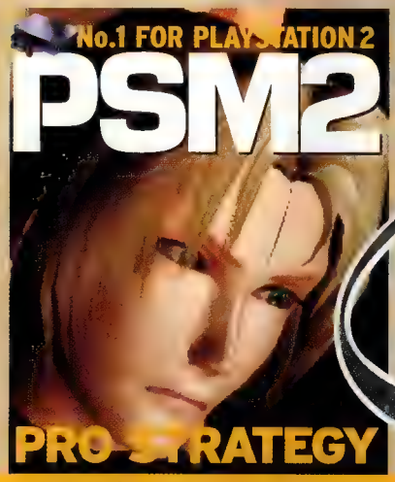


Shadow of Memories

Haven't got a DeLorean or a phone box? Never mind – just make a pact with a mysterious stranger, and change your destiny.

DEVELOPER Konami
PUBLISHER KCET
GAME TYPE RPG

SAVE YOURSELF

The aim in each chapter's the same – prevent your death. Along the way, though, there's lots to do and see – which is why we've provided some interesting optional extras to try while you're collecting antidotes and buying bullet-proof vests.

THE AIM OF THE GAME

Eike Kusch is having a bad day. He's lost his memory, he's constantly being barked at by dogs, and someone very persistent's trying to murder him. Fortunately, he's acquired a mysterious benefactor in the form of Homonculous, a powerful being who wants him alive and can give him the power of time-travel. Handily, he's also irresistible to the ladies, which gives him a valuable edge in finding out what's going on.

TIME AFTER TIME

This issue, we're providing you with a guide to the first five chapters – a sizeable chunk of the game. Be warned, though – there are five endings and lots of cut-scenes you won't see by dashing straight through, as well as an entire bonus chapter to uncover. Be here next issue to see it all – or glance over the page for a sneaky glance at some of the secret's you'll discover.

PSM2 TOP TIP!
TIME JUICE
This always regenerates in the same place when you time-jump – just find a couple of spots that have it, and keep going back to them.

INTRODUCTION

MURDER METHOD: Stabbing

Your murderer needs a bit of privacy before he can stab you, so round up a crowd of people to use as protection. Just wander around until you find the old lady, the young girl and her mother, and talk to all of them. Then it's back to the future, and Johnny Badman slopes off, thwarted.

OPTIONAL EXTRAS: Try waking yourself up in the cafe if you fancy causing a rift in the time continuum. You'll die, mind.

CHAPTER 1

MURDER METHOD: Burning

The Bar Zum Ei's on fire, so naturally, Eike wanders inside and burns to death. To stop this happening, just nip back half-an-hour, and stroll around the back of the building, where you'll chase off the arsonist responsible and stamp on the burning rag he's left behind. Then hop forward, and watch the sobbing locals disappear before your eyes...

CHAPTER 2

MURDER METHOD: Lethal injection

Eike makes some clumsy, Groundhog Day-style attempts at chatting Dana up, while occasionally being murdered. When you get sick of this, hit the Digipad. After being flung into the past, you'll be confronted by some witch-hunting locals. Play on their feeble superstitions by triggering your mobile phone and scaring them off with the beeping. After that, you'll have to stop the bloke who's planting the tree – but Nokia-based mischief won't distract him.

Go to the Squire's mansion and give your postcard of Lebensbaum to the man guarding the door. For some reason, this baffles his poor yokel mind and he lets you in. Use the ladder near the wall to steal the Duke's seal. With that in your possession, the simple villagers listen to anything you say – so why not tell them to plant some pretty flowers instead of a tree?

After meeting Margaret and the Wagners, time-jump, and the murderer won't be able to use the rhododendrons as cover. Dead handy.

OPTIONAL EXTRAS: Try telling the gardener to put up a rather fetching statue in your honour.

CHAPTER 3

MURDER METHOD: Falling vase.

When you're resurrected, Ekhart starts pestering you on the phone – go to the museum and you'll find him upstairs. After chatting, look at all the paintings in the rooms – some of them contain vital clues as to what's happening. Go downstairs, and you'll find Homonculous. Ask him for proof, and he'll rob you of your power and send you back to 1979 – if you don't, you'll get hit by the vase again. Either way, watch Dana's birth, then find a power source (marked on the map) and go back to Ekhart. With your new found knowledge, you'll upset him so much that he only goes and smashes the vase accidentally, depriving the murderer of his weapon.

PSM2 SPOILER ALERT
Some of the secrets over the page spoil the plot, so we've divided them all into two sections – only read the first bit if you don't want to wreck the game.

CHAPTER 4

MURDER METHOD: Stabbing

You're killed on the street again – but this time you can't get a crowd together, so you'll have to protect yourself. Jump to 1902, and chat to Ekhart's daughter. She'll offer to repair your jacket, leaving you to change into a handy clown suit.

Examine the precious egg on the table, and she'll let you have it – then time-travel forward to the town square, and use your juggling balls. You'll put on a show for your former self, then lob the egg at him, with a message instructing him to get hold of something heavy.

When you time-skip back again, you'll find a frying pan in your jacket pocket – return to the present, then use it *immediately* to shield yourself from harm. Easy, when you know how, eh?

CHAPTER 5

MURDER METHOD: Poisoning.

Eike's hungry, so pop into the Bar Zum Ei for a quick snack – always a good idea when someone's trying to murder you. Obviously, you drop dead of food poisoning the minute you step out of the door – but you'll have to wait until next issue to find out how to escape this particularly bowel-upsetting fate.

SHADY CHARACTERS

The city of Lebensbaum's full of odd people. If you want to know who's who – and who's got dark secrets – look no further...

THE MEDDLING LADIES

Who are they?
A scary old woman, a slightly less scary young woman and her scary wrinkly-faced daughter.

Who are they *really*?
Three people who always disapprove of smartly-dressed young ladies. You'll find them in the square, where they'll stop you from getting stabbed.

SCARY EGG MAN

Who is he?
He's the owner of the Bar Zum Ei, who inadvertently poisons you in chapter five. Also, he really, really likes ornamental eggs.

Who is he *really*?
In chapter two, it turns out that you're responsible for his worrying obsession.

THE JUGGLER

Who is he?
A mysterious street performer who turns up just as Eike needs a crowd-drawing attraction to prevent his imminent stabbing. Handy, that.

Who is he *really*?
He's Eike, except dressed up to avoid a reality-warping time paradox. You'll get the outfit off Sibylla.

THE HIPPY GIRL

Who is she?
A girl who stands on street corners, then shouts at you if you try talking to her. Very high opinion of herself.

Who is she *really*?
For a while, we were convinced she was the murderer – but she doesn't seem to do *anything*.

OLEG FRANSSEN

Who is he?
An odd bloke who manages to be around *twice* as you're hopping through time – muttering things like 'remarkable!'

Who is he *really*?
An indie movie producer who can't convince anyone to see his films – until he sells out and makes a blockbuster based on Eike's adventures.

THE WISE JOGGER

Who is he?
A bloke who's constantly jogging up and down the path near the museum, whether you're in the '80s or the present day. Like Jimmy Saville.

Who is he *really*?
An invaluable, Obi-Wan Kenobi-style source of information in a shell suit. If you're stuck, find him, and he'll give you a hint.

ECKHART BRUM

Who is he?
The owner of the town museum – he's known Eike for a while, but he's always been fairly indifferent towards you – until the murders start. Which is a bit odd when you think about it.

Who is he *really*?
A broken man, following the death (possibly) of his wife and the kidnapping of his daughter. He's always around when the murders happen, or is he a red herring?

ALFRED BRUM

Who is he?
Eckhart's father, and the man who founded the local museum. Never mentions his wife, but he's also Sibylla's dad.

Who is he *really*?
A lonely man – and a very fickle one. With a bit of prompting, he decides to convert his house into a museum. With a bit more, he'll change his mind and opt for a library.

DANA

Who is she?
The waitress at the local cafe, where you'll normally find her. Until, of course, you accidentally teleport her into the past in chapter three. Then she disappears until the later chapters, when you'll find her in the squire's house.

Who is she *really*?
She's actually related to Eike – so stop trying to chat her up. She doesn't much like the 20th century, being happiest in draconian, woman-hating medieval Germany.

SIBYLLA BRUM

Who is she?
Alfred Brum's daughter – she's very friendly, and she'll give you the street-performer's get-up you need in chapter four. She likes kittens.

Who is she *really*?
An odd little girl who knows much more than she lets on. She's also the reason Eckhart likes cats so much – which you can use to your advantage in the later chapters.

MIRIAM BRUM

Who is she?
Eckhart's wife – shot 20 years ago by a mystery assailant, permanently traumatising her poor husband.

Who is she *really*?
Erm... that's it. Although you *can* prevent her death and meet her in the present. We'll tell you how next issue.

WOLFGANG WAGNER

Who is he?
A medieval alchemist. Following the death of his wife, he turns his back on his family to pursue his true interests – eternal life and creating artificial beings.

Who is he *really*?
As you'll guess the minute he starts bleating about artificial life, he's the one who created Homonculous. Eternal life, though? Don't be surprised if he pops up in the present.

MARGARET WAGNER

Who is she?
The daughter of Dr Wagner. After you save her from a mob of interfering locals, she gets quite smitten with you and tries to follow you to the future – but don't let her, or she'll destroy the world.

Who is she *really*?
Depending on how the story turns out, she time-shifts forwards and turns into Mr Eckhart's daughter. It's all a bit David Lynch.

HUGO WAGNER

Who is he?
The son of Dr Wagner and Margaret's brother. He gets very angry when his father stops paying attention to him.

Who is he *really*?
The person responsible for the fortune teller's appearance in the future – she's his dead mum, resurrected with a lock of hair.

HOMONCULOUS

Who is he?
The mysterious man who saves your life and grants you the power of time-travel.

Who is he *really*?
An artificial being – the creation of Dr Wagner. Despite being almost omnipotent, he's also very fragile – which is why he's getting you to do all his dirty work.

THE FORTUNE TELLER

Who is she?
Someone who hands out 'prophecies of destiny'. Drop in to the former alchemist's house, and she'll let you know exactly how long you've got left to live. Which is handy.

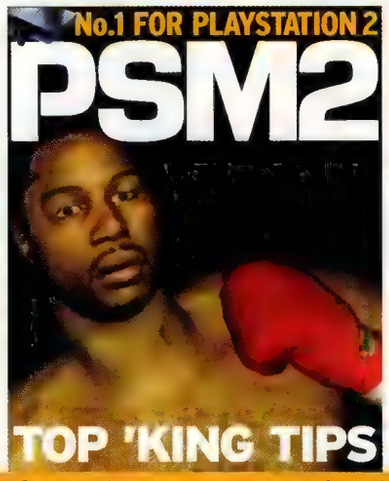
Who is she *really*?
The dead wife of Dr Wagner, resurrected by Hugo. The cheeky young scamp.

NEXT ISSUE...

The murderer will be revealed – but that's not all. We'll show you how to find every alternative route and ending in the game, influence Hollywood directors and survive being pushed off a clock tower.

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2



EA SPORTS™

KNOCKOUT KINGS™ 2001

If running up steps, chasing a man on a bike and pummelling frozen meat seems too difficult, take PSM2's alternative route to boxing greatness.

- **DEVELOPER** EA
- **PUBLISHER** EA
- **GAME TYPE** Boxing Sim

THE FIGHT GAME

Victory in *Knockout Kings* is all about timing. It's about knowing when to attack, when to back off and when to go in for the kill. Pacing yourself is crucial – you can't expect to win a match in the first round. It's a completely different game from *Tekken*, even if it still revolves around punching people in the head. Helpfully, though, everything you need to remember can be summed up in a few witty soundbites – the sort of thing your ageing cornerman might shout while you're being pummelled. Seconds out, then...

1 KNOW YOUR RANGE

With a long-limbed fighter like De La Hoya, your best bet's to keep your opponent at bay and frustrated with stinging jabs – if they try to close the distance, just clinch up then push them away. With stumpier fighters, bridge the gap by holding down R2 for a step-in punch.

2 KEEP YOUR HANDS UP

Block as a matter of course, especially if your opponent's making you go to him. Pulling back with L1 lets you sway, but tapping the button can parry blows, leaving your opponent wide open for a counter-punch. If your opponent's hurt you and he's mixing his punches, back off – if he's got you cornered, catch him in a clinch and headbutt him.

3 PUT THEM OFF

Don't be predictable. Holding and releasing L2 during a combo will vary the height it hits at, making it very difficult to block. Also, don't just rely on the auto-combo – certain combinations, such as ⊗, ◎, ⊗, ◎ hit even faster and cause more damage. Finally, remember that you can do little feints by pushing ⊗ and ◎ together – then hit them low when they block.

4 PICK YOUR SHOTS...

Over-punching can lose you the match – it'll wear your stamina down, weakening your punches and making you more easy to daze. Don't throw out endless combinations, and don't be tempted to keep swinging if your opponent's keeping a tight guard up.

5 ...AND MAKE 'EM COUNT

Hold R2 to throw haymakers – they need a bit of timing, but they'll rock your opponent if they connect. At a distance, you'll perform a step-in punch – most effective with jabs and crosses. Finally, remember each fighter's Special, activated by pressing △ and ◎ together. Some fighters have a punishing one-two, while others will combine a dodge and haymaker to devastating effect. It's well worth the effort of learning them all. **PSM2**

PSM2 TOP TIP!
REFEREE!
The referees vary in strictness – Mills Lane docks you points for your second illegal move, but Richard Allen ignores minor stuff.

ROUND-BY-ROUND

You've put in the hours at the bag. You've fought your way up the ranks. Now it's time for the toughest match of your career. Here, we guide you by the gloves through nine punishing rounds with the boxer formerly known as Cassius Clay.

ROUND 1
Don't just steam in – try to catch him with some step-in combos or quick one-twos. Save the haymakers for when he can't hurt you back.

ROUND 2
This round Ali turns up the aggression and comes to you. Keep him out with jabs, and block then counter if he tries a step-in.

ROUND 3
It's around now that you should get a swift blow to the 'nads. Do it early, and he'll be on the defensive for the rest of the round.

ROUND 4
It doesn't look like you're going to finish it quickly, so use this round to get some easy points with a few nippy combos. Keep your chin back, though.

ROUND 5
Ali starts to come back – you've been punching him so much that your stamina's suffering. Catch him in a clinch to get your breath back.

ROUND 6
He's covering up, so give him a rabbit punch to the kidneys to make him drop his fists, then steam in. Make use of your fighter's Special combo.

ROUND 7
He tries clinching. A swift headbutt should discourage that, or just shove him away with ⊗ if you're worried about disqualification or docked points.

ROUND 8
Ali drops twice in this round – he can barely hold his gloves up, but don't let him catch you with a haymaker – it only takes one good connection to turn it round.

ROUND 9
Ali drops again, and this time he doesn't get up. Take the opportunity to perfect your fighter's gloating, as everyone'll want a piece of the new Champion.

YO' CAO! FOUL PLAY

If at first you don't succeed – do something blatantly illegal. It'll sap your opponent's energy, but you'll be warned for the first one, docked points for your second, and disqualified for repeated cheating. Illegal moves are an excellent psychological deterrent. If your opponent's trying to catch you in a clinch – drop the nut on them. If they're closing in for the kill – discourage them with an elbow in the face. And, of course, if they're blocking everything you throw at them, break their guard with a swift punch to the cods.

Inside the new issue of Total Film

THE BEST FILMS FIRST

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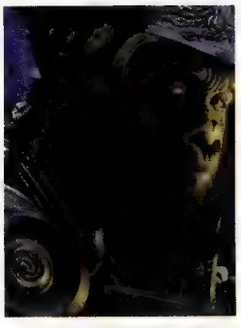

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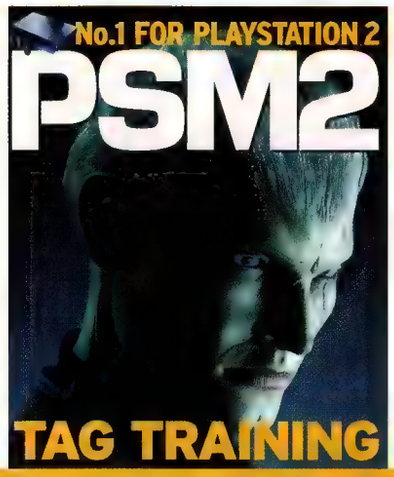


Crossing a river with two ropes, a tyre and a plank? Pah. Work on your team-building skills with our guide to tagging strategies instead.

DEVELOPER Namco
PUBLISHER SCEE
GAME TYPE Fighting

›TWO'S COMPANY

TAG TACTICS

Some people saw it as a gimmick, but *Tekken's* new tag system makes perfect sense. In the ongoing soap-opera that is the King of Iron Fist Tournament, there's nothing more fun than seeing the Mishima boys going up against the Williams sisters, or getting Lei and Law on the same team. To get the most out of it, though, you'll have to learn a completely new set of skills – and as with all other aspects of *Tekken*, some are more difficult than others. Here's some essential advice...

INTERMEDIATE TAGGING

At first, it's enough to just keep an eye on your energy bar and scoot when you're looking unhealthy. But keep the following in mind...

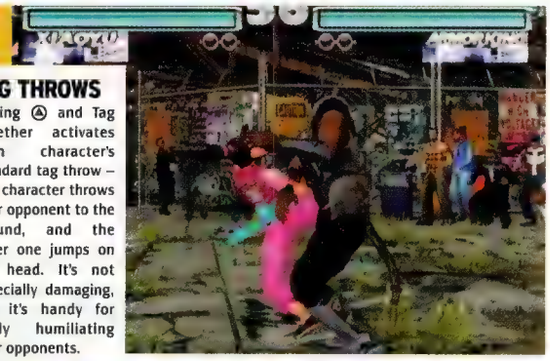
PSM2 TOP TIP!
CHARGED TAGS
Remember, if your character tags out while they're supercharged, your second fighter'll run in ready to inflict damage.

'ANGRY' TAGS

Just hit a shoulder button to tag normally. If your active character's taken a few hits, the partner they tag in will be understandably riled, and their first couple of hits will do extra damage. This is the 'Netsu' system – you can tell when it's active, because the inactive fighter's energy bar will be flashing red.

TAG THROWS

Hitting Ⓐ and Tag together activates each character's standard tag throw – one character throws your opponent to the ground, and the other one jumps on his head. It's not especially damaging, but it's handy for badly humiliating your opponents.



ADVANCED TAGGING

By this point, it's not enough just to conserve your energy – you'll have to learn to use your tags offensively.

RUN-INS

Instead of just strolling in and standing there like a goon, try launching your second character across the screen fists-first. As your first character moves off the screen, start inputting the controller movement for one of your second character's dash moves – Lei's Rush is ideal.

PSM2 TOP TIP!
TAG DODGING
Try tagging out as your opponent rushes in with an unblockable attack – they'll be vulnerable afterwards.

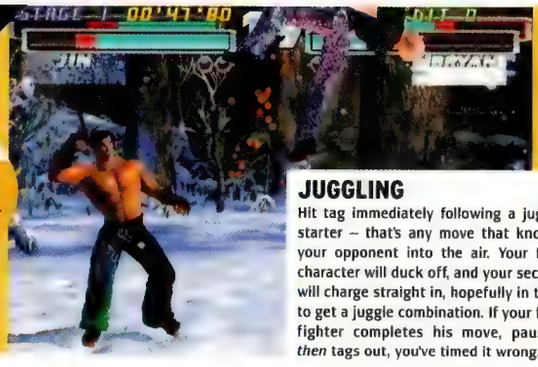
KNOCKDOWNS

If you're knocked down, press tag a split-second before hitting the ground, and your character will roll off instantly, leaving your second character free to inflict messy revenge on your opponent.

EXPERT TAGGING

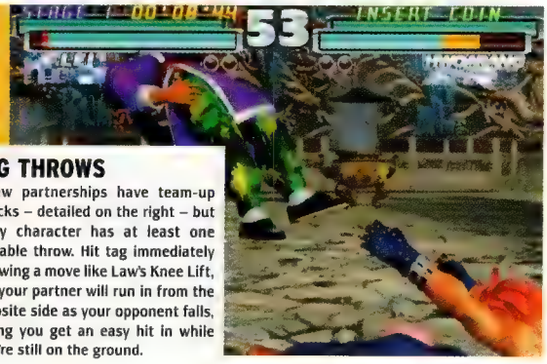
These techniques aren't that damaging, but at the highest level of play they'll minimise the amount of time you're vulnerable while tagging.

PSM2 TOP TIP!
FLYING TONIGHT
Ling's excellent at tag juggles – most of her moves will knock your opponent well into the air.



JUGGLING

Hit tag immediately following a juggle starter – that's any move that knocks your opponent into the air. Your first character will duck off, and your second will charge straight in, hopefully in time to get a juggle combination. If your first fighter completes his move, pauses, *then* tags out, you've timed it wrong.



TAG THROWS

A few partnerships have team-up attacks – detailed on the right – but every character has at least one taggable throw. Hit tag immediately following a move like Law's Knee Lift, and your partner will run in from the opposite side as your opponent falls, letting you get an easy hit in while they're still on the ground.

THE TOP TEAM-UPS

PSM2 TOP TIP!
TEAM UP
Under each pairing is their tag combo – you'll need to lead with the right person (incidentally, '~' means 'immediately followed by').

So – you've been challenged to a fight by an afro-sporting Capoeirista and a wooden dummy. You scour the bar for help – but who do you call on? The cyborg? The kangaroo? The emaciated girl with a wolf floating behind her? Make the decision easier, with PSM2's guide to the best tag partnerships...

10 GUN JACK/JACK-2

The slowest team in the world – but still surprisingly good. Jack-2's Baseball Slide is a good sneaky low hit when he tags in, and the Kossack dance is handy for annoying people.

Lead with: Either Rp+Rk~tag
Gorilla Press – Back Breaker

9 HWOARANG/BAEK

The Michael Flatleys of the Tekken world – providing hours of annoying leg-flailing. They might seem a bit too similar, but Hwoarang's switch-stance can often surprise an opponent.

Lead with: Baek f+Rp+Lk~tag
Human Cannonball – Neck Snapper

8 LING/PANDA

Two contrasting characters, but they can both play an irritating game. Use Ling's Front Layout and Flower Dance to dodge opponents, then juggle them mercilessly with Panda's low swipes.

Lead with: Ling forward+Rp~Lp~tag
Human Hurdle – Bear Hug

7 KING/ARMOR KING

The Lucha Libre wrestlers are very similar in style, but King's slightly better – he's got an unblockable Moonsault and better chain throws. Still, Armour King's Shin Dropkick always works nicely.

Lead with: King b+Lp+Rp~tag
Irish Whip – Body Slam

6 KAZUYA/JUN

Jin's mum and dad have radically different styles. When you're coming in, try Kazuya's Rising Uppercut or Jun's Aerial Cartwheel – they're slow, but can catch an opponent out if he's on the offensive.

Lead with: Jun back+Lp+Rp~tag
Cherry Blossom – Stone Head

5 ANNA/NINA

Against intermediate players, the subtle differences between the two sisters can be match-winners. Catch them out with Anna's Fake Kick, or keep them off-balance with Nina's side-step slaps.

Lead with: Either qcf+Lp+Rp~tag
Palm Strike – Reverse Shoulder pop

4 BRYAN/GUN JACK

Bryan's always a handy character – he's got some fast, brutal combos and nasty sidestep techniques that combine well with Gun Jack's full-frontal power.

Lead with: Gun Jack Lp+Rp~tag, Rp
Bravo Knuckle – Fisherman's Slam

3 MICHELLE/JULIA

Michelle's quite nippy on her feet, but Julia's the better fighter – her Mad Axe Throw, for instance, has incredible range and can be strung on the end of a blocked jab for guaranteed connection. Nasty.

Lead with: Julia b+Rp~tag
Arm Whip – Lariat

2 LAW/PAUL

Paul's sweeps and power punches are the perfect foil to Law's staccato jabs and high-flying kicks – they're both strong characters in their own right, and they happen to be mates as well.

No lead

1 LING/JIN KAZAMA

The perfect combination of finesse and skilled brutality. In the hands of an expert, Ling can string together unbelievable combos. Jin's strength is his rapid power-punches.

Ling f+Rp~Lp~tag
Human Hurdle – Stone Head

PAIR ENOUGH?

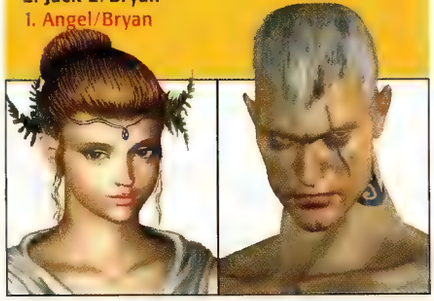
Looking for a team to test your now-refined tag abilities? Try this lot.

The *Tekken* elite at tekkenzaibatsu.com (the first choice for *Tekken* on the Net) go for odd but surprisingly effective pairings, while afficianados of the game will struggle with teams that look cool but don't actually have any tag combos. The *Tekken* muppet, of course, will go for a team made up of the hardest computer characters – who then turn out to be useless. Which are you?

THE EXPERT'S CHOICE

As revealed to PSM2 by the crew at the awesome *tekkenzaibatsu.com*...

5. Julia/Ganryu
4. Ganryu/Jack-2
3. Yoshimitsu/Ling
2. Jack-2/Bryan
1. Angel/Bryan



THE CHALLENGING CHOICE

Partnerships that should be good – usually because they're related – but aren't...

5. Lee Chaolan/Heihachi
4. Paul/Kuma
3. Kazuya/Devil
2. Mokujin/Tetsujin
1. Yoshimitsu/Kunimitsu

THE WORST CHOICE

And the five most useless partnerships in the game...

5. Eddy/Baek
4. Alex/Bruce
3. Wang/Ganryu
2. Ogre/True Ogre
1. Unknown/Tiger

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ISSUE #01
October

PREVIEWS include: MGS2, Dark Cloud **REVIEWS include:** Tekken Tag (NTSC), RR5 (NTSC), FIFA (NTSC) **PRO TIPS include:** Tekken Tag, SFEX3 **PLUS:** FREE MGS2 video (PAL)

ISSUE #02
November

PREVIEWS include: PS2 Speed Special **REVIEWS include:** ISS (NTSC), Dynasty Warriors 2 (NTSC) **PRO TIPS include:** Tekken Tag, DOA2

ISSUE #03
December

PREVIEWS include: Silent Hill 2 **REVIEWS include:** SSX (PAL), Silent Scope (PAL) **PRO TIPS include:** Tekken Tag, SFEX3 **PLUS:** Two FREE giant Tekken Tag flyposters

ISSUE #04
Xmas

PREVIEWS include: GT3, WipEout Fusion **REVIEWS include:** TimeSplitters (PAL), R2R: Round 2 (PAL) **PRO TIPS include:** SSX **PLUS:** FREE A-Z Tips book, FREE USB port protector

ISSUE #05
January

PREVIEWS include: 2001 Preview Special **REVIEWS include:** DOA2 (PAL) **PRO TIPS including:** SSX, TimeSplitters, Ready 2 Rumble: Round 2 **PLUS:** PSM2 DVD #01, featuring: GT3, MGS2, Onimusha, SSX tips, PS2 media extras (not available in USA)

ISSUE #06
February

PREVIEWS include: Formula One 2001, GTA 3, Dark Cloud **REVIEWS include:** The Bouncer (NTSC) **PRO TIPS include:** TimeSplitters, SSX, DOA2, Tomb Raider: Next Gen **PLUS:** PSM2 DVD #02, featuring: Dark Cloud, GT3, Moto GP, The Making of The Third Place (not available in USA)

ISSUE #07
March

PREVIEWS include: Final Fantasy 10, Devil May Cry, Star Wars: Starfighter, Lotus Extreme Challenge, Robot Warlords, Paris-Dakar Rally, MDK2 Armageddon

REVIEWS include: Zone of the Enders – including Metal Gear Solid 2 playable demo (PAL), Unreal Tournament (PAL), F1 Racing Championship (PAL), Shadow of Memories (PAL), Knockout Kings 2001 (PAL), Summoner (PAL), Gun Griffon Blaze (PAL), Oni (PAL), WDL Thunder Tanks (PAL)

PRO TIPS include: Unreal Tournament, SSX, YABASIC, DOA2, Kessen, Ready 2 Rumble: Round 2, Rayman Revolution

PLUS: PSM2 DVD #03, featuring: Star Wars: Starfighter, Zone of the Enders, Oni, Bloody Roar 3, Shadow of Memories, Ring of Red and tips for SSX and TimeSplitters (not available in USA)

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Allow us to cotton bud the waxy deposits of PS2 related earwax from your heads. All your technical tarnish buffed here.

FAQ BY: Daniel Griffiths

In the PS2 manual it says there's no need to turn off the console when you change a game, so if I eject during gameplay will this damage the game or the console?
Chris Blackburn, via e-mail
No, you'll be fine. There's no way you can damage your PS2 by switching off or ejecting a disc mid-game. This isn't a PC we're talking about here. The only thing that's a bit iffy is the insertion and removal of Memory Cards while the power is on. Like the PSone, Sony advise you not to do this, but in practice everybody does it and doesn't have any problems. In an ideal world however you should plug in your card (or pair of cards if you're lucky enough to afford them) and leave them in place, only removing them to replace them or carry a save round to a mate's house.

As for game switching, the quickest way to get started with another game is to just eject the disc that's playing, insert the new disc then tap the power button. This will close the drawer and load the new game in one fell swoop.

I've been having problems saving PSone games on my PS2. A new 2MB Memory Card managed one *Dave Mirra* save before packing up, claiming it required formatting. Is there some kind of data compression incompatibility?
Kev Smyth, via e-mail
The mystery of third-party Memory Cards' unreliability is still just that. A mystery. We all know someone who's lost saves on unofficial cards but no conclusive evidence about their shortfalls exist. It all comes down to the data compression used. Rather than actually feature 2MB, 4MB, or whatever, they simply cram the increased data on 'cleverly' using compression techniques.

How do we know that your card is a third-party product? Because Sony don't make a 2MB Memory Card.

PS2 can still be a bit precocious with its choice of official cards, that said. We had difficulty saving *Dino Crisis 2* onto an official PSone card via a PS2. The moral is to use official products, and if you still get any problems play the game on your PSone instead.

Sony deny any incompatibility with any of their products, but we know, from your letter, that such problems do exist – due to developers and hardware manufacturers not following Sony's guidelines to the letter.

When using the DVD playback, the sound keeps 'missing' – like someone is rapidly turning the volume up and down. This only happens for 10 seconds, or so, but occurs frequently throughout the film, maybe every five minutes. This also occurs when using the surround sound function on the TV.

I've tried using various sockets to see if it had any effect – but it didn't. This doesn't, however, occur when playing games, CDs or watching TV channels. Additionally I've tested the set with a dedicated DVD player and it sounds fine. Why is this?
Scott Knightbridge, Essex
Forgive our short, and potentially damning answer, but does this happen with one disc?

If so it's that disc. Perhaps you could wipe it on a soft cloth, T-shirt sleeve or pants. However, we suspect that the problem is occurring with more than one disc. If so a process of elimination is required.

Try the offending discs in another DVD player – do they work or not?

If not, then your discs are at fault. If they do, it may simply be that your PS2 is being a little pernickety as to which discs it'll play without a hitch. This can happen occasionally with CDs, videos or anything really - some tapes/discs work better on some machines.

The options here are to change the discs. If your machine still won't play these 'new' 'clean' 'perfect' discs then perhaps you should think about changing your PS2. Contact Sony on 08705 998877 (the Sony customer careline) and they should arrange a replacement for you.

The DVD playback on my PS2 isn't working as it should. The DVD cuts out and skips throughout a movie, and this happens with all my DVDs. Is there a contact number I can call to complain to Sony about this?
Enda Hehir, Ireland
See our answer above. Any playback problems, then clean the disc thoroughly.

No need to shell out on a 'professional' cleaning kit. A wipe across the disc (not round and round) with a clean soft cloth will do it. Tilt it against the light to see any smudges or fingerprints and polish them off.

If that doesn't work, again, phone 08705 998877 and Sony should sort out a free repair or replacement for you.

I've read everywhere that PSone games will work on PS2, but some games, like *Bomberman*, don't allow me the multi-player options when using my MultiTap. Is there a reason for this, or does it just depend on the game?
Chun Yip, via e-mail
Not sure what MultiTap you're using there. If you're running games on PS2 you need to use a black PS2 MultiTap 2. This is most likely the problem. Your grey, banana-shaped 'tap isn't PS2 compatible – even though it worked just fine with *Bomberman* in the past.

The solution is to either shell out for a new MultiTap 2 or just play *Bomberman* on your PSone.

Is it true that the modem that'll be available for PS2 will have a connection speed of 3MB per second?
Nick, via e-mail
No-one knows how fast the thing will go but you can bet it'll be – and you can quote us on this – 'ruddy fast'. The most likely speed for the Broadband connection (when it eventually appears) will be 100Mbits a second. There are eight bits in a byte so this translates to 12.5MB a second.

Remember that you'll need to have a Broadband (ethernet) connection of some kind in your home to plug it into though. If the rumoured phone modem does eventually appear this will only go at 56KB (56,000-bits as opposed to 100,000,000-bits a second).

I've bought a Sony AV Adaptor, a Banbridge S-Video lead and a SCART block to get the S-Video signal to my TV. Unfortunately, this set up only gives a very poor colour, or occasionally black and white, picture. Sony have told me I need to buy the Sony PS2 S-Video lead, so why do they sell an AV Adaptor and what's the difference between the two S-Video leads?
Robin Osborne, Devon
We reckon the problem either lies with your 'Bainbridge' S-Video lead (which we're assuming goes from S-Video 'out' on your AV adaptor to the 'in' on your SCART block) or that SCART block. Plugging S-Video into a SCART connection via a SCART block can be a bit iffy. It might be the block or indeed your TV SCART socket's abilities. It may be that it just doesn't like S-Video being forced into where, technically, it's not supposed to go.

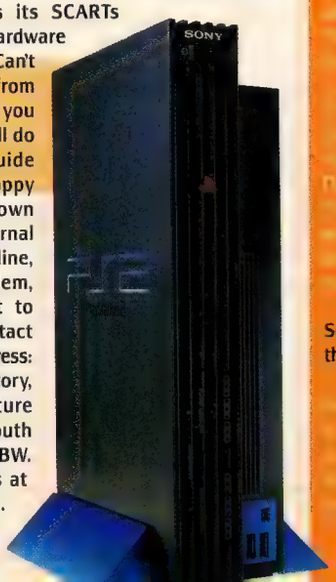
A TV with a proper S-Video input would be better. Not that helpful, we know, but certainly the solution to your problems. In the meantime you can make do with the excellent 99% quality playback you get with the lead you got with your PS2.

Any chance of a list of DVD discs that won't play on PS2?
Gordon Cox, via e-mail
Good idea. However, compiling such a list could be a bit tricky, as DVD manufacturers will fix any problems they experience with their discs – and it may be that a disc that appears on our 'blacklist' one month may work fine in a later pressing. Also, separating genuine 'it doesn't work on PS2' complaints from 'my disc is knackered' will be a pain. Nonetheless if you've got any problems playing back any disc write to us, at the usual address, labelling your letter 'This Bleedin' DVD Doesn't Work' and we'll look into it.

So far we can confidently state that Fight Club is a bit iffy on the lip-synch front – simply pause and unpause with the START button to fix it – and the third disc in the boxset of Toy Story doesn't work at all.

Write and let us know your gripes - or PSM2ed if they've fixed Toy Story disc 3 or Fight Club yet.

The Tech Lab is your first point of contact with the magazine that knows its SCARTs from its elbow. Got a hardware problem? Let us know. Can't get a drop of sense from the bloke who flogged you a Japanese import? We'll do our best to guide you through the choppy waters of step-down transformers and external Hard Drives. Drop us a line, whatever your problem, and we'll do our best to help you out. Contact us at the following address: Technology Laboratory, PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Alternatively, e-mail us at PSM2@futurenet.co.uk.



WHAT THE HELL...
DOES IT TAKE TO GET IN A GAME?

Advanced PS2 science with the apes from the future. **LABORATORY ASSISTANT:**

CASE STUDY

The ability to scan your face into games has been a feature of PC titles for quite some time thanks to software packages like Avatar and Digimask. But how long will it be before PS2 gamers can get their visages recreated in their favourite games?

Welcome again then, gamers. If only you'd been pleased with the [illegible] of the human race that [illegible] thinking it [illegible] we've [illegible] persistently gone on and on [illegible] and made-for-TV classics under its belt but sadly the control you've come to love in the digital manipulation [illegible] is being [illegible] Hunter. So, with this in mind, we went to Dr Evil for a complete run down on how to get yourself scanned into your favourite game.

Who's getting involved then?

You said 'import the images' earlier? You need more than one shot of your head then?

Are there any alternative options then?

So that's all you have to do? Get one of these cameras, plug it in and you're away?

[illegible] experience in these. I'm sure our [illegible] will be glistening with delight if we [illegible] these great [illegible] and run with it – [illegible] dripping pleasure.

ANIMAL TESTING!

Rub those cosmetics out of your eyes as we haul you kicking and screaming into the technical wonders of the 21st century. Quite why you'd want your face in a game, especially with that fetching lobotomy scar, is beyond us.

HARD WHERE: There're a few other cameras which will work with Picture Paradise but, if you want to get ahead (ouch) of the crowd, you'd better invest in a Sony model like this DSC-S70.

FACE OFF: Connect up *Paradise Golf DX* with your camera and our character's face will alter depending on your performance.

IN THE GAME: Enterbrain's *RPG Maker* will allow you to actually become a hero in your own fantasy realm.

THE MASK: Companies like Digimask may well offer cheaper alternatives to buying an expensive USB compatible camera.

MORAL MAJORITY: After the problems *Perfect Dark* faced attempting a similar move on N64, first-person shooters might miss out.

INVESTIGATOR: Tim Weaver

FEELING PLOT, PLOT, PLOT

Storylines and developers: why games will never become like movies...

OK, imagine if you went to the cinema to see a movie and, half-an-hour in, realised it had absolutely no story whatsoever – the script was just a series of scenes, completely unrelated, and the dialogue didn't guide you anywhere, didn't reach any conclusion and, worst of all, didn't make any real sense. Unless it happened to be a film by Derek Jarman, you'd probably be absolutely mortified.

So, if the games industry is the 'new Hollywood' – and, if the businessmen are to be believed, it's certainly comparable in terms of the money it makes and the profile it's attained – why is it that in almost three-quarters of the games we play, plot is, if not completely ignored, shoehorned in at the very last minute to vaguely justify what's happening in-game?

"*TimeSplitters* was never intended to be a narrative-driven game," says David Doak at developers Free Radical Design. We've challenged him about the fact that the company's (largely excellent) PlayStation 2 debut had virtually no plot at all, and the story that it did have was, well, *thin* to say the least. "The Story mode in *TimeSplitters* was really just a collection of situations where the player characters battled the TimeSplitters. The time periods and settings were all unique (loose pastiches of B-movie genres) and the TimeSplitters served as a unifying backdrop."

BOUNCE BACK

TimeSplitters isn't alone. Compare and contrast the fortunes of these two games: *Unreal Tournament* and *The Bouncer*. While *UT* passed through the critical process relatively unscathed; Square's first PS2 title got the sort of kicking its main character was supposed to be dealing out. And yet, *The Bouncer* has a plot that *affects* the direction of the game, while you could fit *UT*'s story onto the back of half a postage stamp. Obviously good game design counts – and *UT* is better designed than *The Bouncer* – but how is it that a game with no plot can out-perform a game with an interesting and, occasionally, surprising script? "Because gameplayers don't give a rat's ass about storyline," says Toby Loughton, a freelance scriptwriter in the USA. "I look at *UT* and I look at *The Bouncer* and I want to play *UT*. To me, whatever the plot might say or have you do, *The Bouncer* looks like a piece of shit to play. *UT*, though, looks like it could be fun. In the movies you just couldn't get away with having the sort of story *UT* has – in games you can."

Stan Liu, President of Kronos, the development team behind the story-heavy *Fear Effect* games, doesn't agree. "Gamers *do* care about story, and I think they *want* to dive into some juicy, intelligent content. For me, story is extremely important. All the puzzles and gameplay in *Fear Effect* were designed around the story. The main *idea* was to create an epic adventure experience that was seamless between gameplay and story telling – a true cinematic adventure."

Unfortunately, Liu and Kronos are in a minority.

Because while they strive to push the benefits of story and premise, others remain unconvinced: "I just think the problem is that videogames aren't necessarily the best medium for delivering narrative," continues Free Radical's David Doak. "It's not a limitation of the technology as such, it's just a more subjective limit based on the intrusion of the narrative into gameplay."

LOOSE THREADS

Interestingly, this seems to be a cause for concern among many developers, that by putting time into the story somehow the gameplay is going to suffer. This is perhaps understandable when you consider that most development houses don't have a person specifically working on story, so normally plot lands at the desk of a member of the design team (a mistake, according to Cliff Bleszinski, Lead Designer on *Unreal Tournament*, as "many designers think they're great writers when they're not"). In this circumstance, it's not surprising a story is rushed through, and it's arguably not surprising when that story isn't very good. Also it's important to remember this: that developers will be endlessly criticised for lack of gameplay, but less criticised for lack of story. When you see how well *TimeSplitters* and *Unreal Tournament* did critically this becomes fairly obvious.

"MANY DESIGNERS THINK THEY'RE GREAT WRITERS WHEN THEY'RE NOT"

Another key thing to remember is that story takes time – often time that developers can't afford or aren't prepared to invest resources in. "We know how difficult it was for us to create *Fear Effect*," reveals Stan Liu. "It was nothing less than a monumental task. We basically made a feature-length animation then added tonnes of gameplay and tried to fit it all onto four CDs. To be frank, I don't think anyone would be foolish enough to take on such a daunting task. Except us."

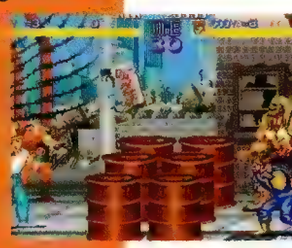
JUICY FRUITION

But, the real underlying problem seems to be – as briefly mentioned before – that the vast majority of gamers don't really care whether a game has a storyline or not. Would you like *Fear Effect 2*'s style of play any less if it didn't have a plot? Would the fact that the *Tekken* games have a storyline running right the way through them ever sway your buying decision?

STORY BORED

Ah, now here's a story we've all known...

Someone close to you is kidnapped. You need revenge. (For a good example of this, see *Final Fight*, where revenge involves walking, beating people to death in subways, and picking up hunks of meat that have been carelessly left hanging around.)
So, you leave home, come back and some malevolent git has burnt down your village/parents/girlfriend. *And* there's a nuclear disaster you need to avert. Fortunately, your arch-nemesis seems happy to wait for you to turn up at his HQ before setting off his bomb/death machine. By that time, of course, you've already killed him. Shame then, that a virus has turned people into zombies/wiped out the population. Or,amusingly, as in the recent *Battletanx* on N64, only wiped out women (something to do with bleddy X chromosomes)
To top it all off, a crime lord is trying to 'shake down' the city. Great excuse for a first-person shoot-em-up, eh?



Does the fact that *The Getaway* has spent millions on scripting scenarios *really* matter when it comes to you making your purchase in EB? No. Because, simply, games don't need stories like movies do.

"The game is the most important part," says David Doak. "If the game can be improved by the addition of a story then by all means do it. But, I think developers are more worried about making decent games. Obviously there's an important place for narrative in games, however the narrative element should enhance gameplay rather than stifle it. Interactive movies aren't games."

And that's the obvious difference between movies and games. You go to the movies to be guided, to be taken along for the ride, and so someone else's decision-making – the script – is a massively important addition. But, you play games to be involved, to take part, to make decisions yourself, and most of all to immerse yourself. If a game has more cut-scenes than it has playable areas, you'll quickly get bored – because that's not what you want from it. You want to be *included*.

There will always be exceptions to the rule – just look at *Metal Gear Solid 2*, a game that gives story and gameplay an equal footing (and, it should be said, succeeds) – but, for the most part and for the foreseeable future, stories are set to be last on the developers' list of Things To Do. **PSM2**

"SOMETIME IN THE NEAR-FUTURE..."

Five games with fantastic stories that you've already forgotten about, and five fantastic games with stories that went AWOL.

GREAT STORIES... SHABBY GAMES

Orphen
Three story threads built around a supremely dull action RPG. Whoops, eh?

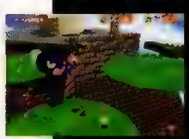
Dynasty Warriors 2
Stirring historical epic set in 3rd Century Japan. Did anyone actually *care*?

X Squad
Metal Gear-like espionage set in the future. Yawn-filled gameplay.

In Cold Blood
Slow burning potboiler of a plot alongside the world's worst control system.

Shadowman
One of the best stories every committed to disc. Best not mention the game.

SHABBY STORIES... GREAT GAMES



Mario 64
One of the greatest games ever made offset against the usual Princess-'napping.

Streets of Rage
Classic side-scrolling face-rearranger offset against the usual girlfriend-'napping.

Dead or Alive 2
Hardcore pummelling with pathetic storytelling that gets lost between the heaving cleavage.

Quake 2
You land on a distant planet and... oh, bugger it. Fabulous PlayStation conversion.

WipEout 2097
Did you know the Qoron IV track was a result of nuclear... Yeah, like you care.

BOG MOUTH!

WRITE NOW

Games industry personnel on how story matters, how it doesn't, and how *Unreal* does actually have a story...

"Would *Mario 64* be a better game if the narrative was more complex? Would the *Final Fantasy* games be better with less narrative? It's all a question of balance and of what's appropriate in a particular situation. However, I think it's unfair to say that developers aren't generally concerned with decent storylines. Good stories will strengthen characters considerably and the escapism in playing a game is largely based on identification with the characters."
David Doak,
Free Radical Design

"The story played quite a part in *Unreal Tournament*. It was about a person who finds himself in a strange environment. Suddenly, bullets whizz by his head. He dives out of the way, grabs a rocket-launcher, and blasts the stranger to bits. Who was this person? Why were they trying to kill the player? And where did that rocket-launcher come from?"
Cliff Bleszinski,
Epic

"Kronos Digital Entertainment is only a small developer, so we don't have anyone concentrating solely on story. I'm responsible for the story in *Fear Effect*. However, I'm also part of the production team. My other tasks include modelling, animation and cinematic editing."
Stan Liu,
Kronos Entertainment

"*MGS2* will include the other half of the grand message that we introduced in *MGS*. The original *MGS* talked about passing things on through your genes, like heredity. This time around, it's about what's not included in your genes – things that are passed down culturally or verbally – like ideology; how you think; music. If you play both of the games, you'll get the whole picture."
Hideo Kojima,
Konami

NEXT MONTH

CRISIS? WHAT CRISIS?

Next issue, we'll be looking into the general health of the games industry. Are layoffs part of a natural cycle, or are game creators in deep trouble? If you've got a point to raise, e-mail us today.

PSM2@FUTURENET.CO.UK

"The rocket-launcher shows how detailed our weapon models are – you can shoot enemies through walls..."

ANOOP SHEKAR

PSM2 TAKES A TOUR OF THE MARTIAN UNDERGROUND WITH RED FACTION'S ASSISTANT PRODUCER

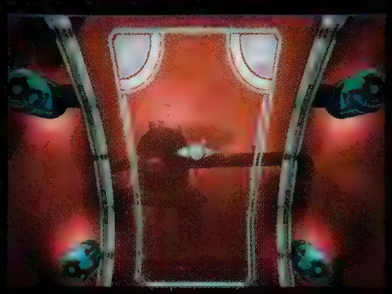
Man with gun: Jonnie Bryant

We managed to pin Anoop down during a whistle-stop promotional tour of Europe and question him about Volition's new first-person shooter. Lounging nonchalantly in one of PSM2's standard issue comfy chairs, our man in the know filled us in on what we can expect from both the plot and the game's revolutionary new engine when it hits these shores in May. Bio-engineered viruses, crazed mining robots, evil super-corporations, it's all in a days work for this man...

Red Faction's plot is based around a miner's revolt on Mars. Your fans of Total Recall then?
Yeah, that and Aliens too. Our lead artist Frank Capezzuto is a big fan of hard-edged, dirty science fiction. He wanted everything in *Red Faction* to have that well-used feel to it.

Can we expect a comparable level of plot detail from Red Faction as was seen in HALF-life for example?
The central character, Parker, starts off as an ordinary miner who joins the revolt against his employer, the Ultor Corporation. As he progresses through the game's levels he begins to discover more about the nature of their oppression and the mysterious affliction that seems to only affect the Martian miners. So, yeah, there are plenty of plot twists to keep the player gripped.

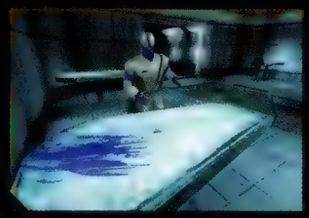
Your game offers 20 levels of action. What does this translate into as actual hours of gameplay?
I think that you're looking at around 25 to 30 hours of gaming with *Red Faction*, and that's just completing the single-player levels. Add the multi-player combat and the fact that there're one or two extra levels that are unlocked when you finish the game and we're looking at a lot more.

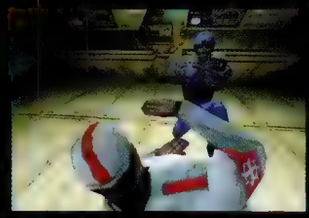


TEAM EXTRAS

- Based in Champaign, Illinois, the Volition team have already earned their gaming stripes with the *Freespace* franchise on PC and the *Descent* titles on both PC and PSone. And, as we've already seen with the sheer scope of *Summoner*, they're thinking big when it comes to developing for PS2. Want to know the names behind the potentially *Unreal* toppling *Red Faction*? Well, these are the people to blame when someone takes offence at you smearing troopers with the geo gun:
- **PRESIDENT: Mike Kulas**
- **PRODUCER: Rob Loftus**
- **ASSISTANT PRODUCER: James Tsai**
- **ASSISTANT PRODUCER: Anoop Shekar**
- **LEAD ARTIST: Frank Capezzuto,**

RED PRINTS: Frank Capezzuto, the man responsible for *Faction*'s 'look'.





Did the team find it difficult coding for playstation 2 at any time?
There were the kind of challenges that come with programming for any new piece of hardware, but we're learning more with every game we make. A lot of criticism was levelled at the draw-in trouble of *Summoner*'s first level but, if you look at the later areas of the game, you'll see that we sorted those problems out. It was a case of initially working to a PC model and then learning what the PS2 could do. Future titles will also benefit from the work we've done on these two titles.

The Geo-Mod engine allows you to burrow into the scenery around you. How far can you actually go?
As far as your ammo will allow. If you've got 15 rockets in you launcher you can go 15 'steps' into the rock face. If you reach the edge of the level in that time you'll continue to see the animation of the rock deforming in front of you, but you won't move any further into the environment.

Is every surface in the game deformable?
No, only the rock surfaces can be altered by your fire. If it's made of metal then it's there permanently.

How closely associated was the development of the PC version of the game with that for Ps2?
The development of the two games ran almost side-by-side up until a few months ago. The PS2 version, as you know, will be in the shops well before the PC title. This is because the networkable capabilities for the PC game a taking a lot more time to finalise.

If, as rumour suggests, Sony release their hard drive and broadband add-on by the end of the year, can we expect an ►

"WE'RE LOOKING AT SEQUELS FOR BOTH GAMES"

Volition's Anoop Shekar, Assistant Producer on Red Faction, keeps his eye firmly on what the future could hold for both Red Faction *and* Summoner.

ANOOP SHEKAR

expansion disc to take Red Faction on-line?
We've still seen nothing of Sony's hardware so I'd have to say it's unlikely *Red Faction* will ever make it to the Net. It could well be an option for the game's sequel though.

Will the Level Editor that's included in the PC game make it over to PS2?
No, the architecture of PlayStation 2 doesn't have the necessary power to accommodate the construction kit.

Will the game be compatible with USB peripherals?
Definitely. Both USB keyboards and mice will work with the game although the current three level demo doesn't support them at present.

What was the decision process that led to Red Faction only having a two-player Deathmatch?
It was simply a matter of time constraints. To include a four-player multi-player would have made our production schedule seriously overrun, although we have included a Capture the Flag mode as well as the standard Deathmatch.

No co-operative elements then?
No.

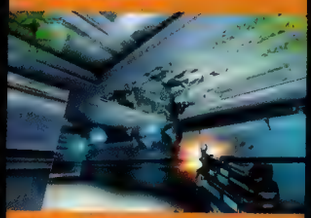
How do the weapons of Red Faction differ from those we've already seen in other first person shooters, like like Quake and Half-Life?
The rocket-launcher is probably the best example of how detailed our weapon models are. It comes equipped with a thermal imaging screen that allows you to shoot enemies through walls and its missiles have accurate trajectories affected by gravity, so if you shoot a rocket into the air it will eventually fall back to the ground. Unlike *Quake* it won't travel forever and, if you stand still, you'll incur damage as it hits you on the head. The projectiles also leave accurate smoke trails... you see we've really gone to town on the realism as far as Parker's armoury is concerned.

We noticed that certain weapons don't work when your character dives underwater. Are there any that do?
Yes, the satchel charges and the riot stick – even with its in-built Taser – both work while you're submerged, but other weapons like the rocket-launcher are just for surface combat.

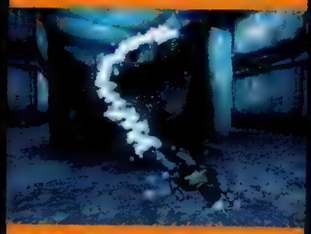
Decent enough weapons then, but how clever is the enemy AI? For example, if you blow out the stairs will the Ultor troopers jump to the floor below?
They're pretty smart and they'll definitely find out where you are and how to get to you regardless of what you may have done to the environment around you. They'll also adjust to your patterns of fire, ducking behind obstacles to gain cover while still advancing on your position.

RED FACTION'S REALITY BITES...

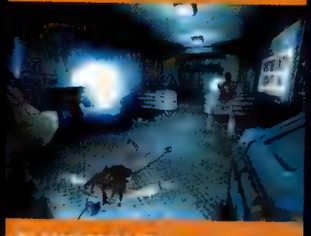
THE DEVIL'S IN THE DETAIL



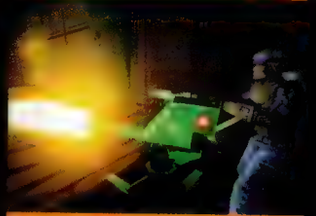
FAR SHATTERING: Panes of glass splinter before falling away.



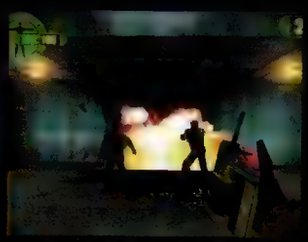
FLOW MOTION: The particle physics follow any modification of the environment perfectly.



FLAME GRILLED: All the projectile weapons have eybrow-singeing muzzle flares.



TURRETS AVENGING: Parker can commandeer the Ultor gun emplacements.



The game's vehicles are all very impressive. Which one of them do you think best shows off the capabilities of Red Faction's engine?
The Fighter is pretty cool with its Gatling gun and missiles. It can happily fly about the larger levels, although its altitude is limited to the height of the canyon walls around you. You have to be a careful when you pilot it though, as if you ram any of the scenery it'll damage the vehicle. So, yeah, it's fun to fly but the other forms of transport have their merits too.

How many vehicles are there in total then?
Five – the Fighter, the Driller, which has four cameras, the APV, the Jeep and the Sub.

Are there any plans to licence the game engine out to anyone else?
The nature of the game means that licensing's definitely on the cards, but I couldn't comment as to whether we've already been approached about a deal.

So Summoner's finished, Red Faction's just around the corner, what's next for team Volition?
Well that all depends on how well *Summoner* and *Red Faction* are received. If they do well then, of course, we're looking at sequels for both games. We're also looking at another project at the moment, but it's way too early to speculate on what that might be. **PSM2**

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PSM2 #09 ON SALE TUESDAY 24 APRIL

CAUSE CELEBRE

TINA ARENA: There's a few of 'em out there - we got 'em together (issue #02).

We can't leave well enough alone, so how've we done with our meddling in the public lives of videogaming's favourite characters?

BY: Danny Wallace

For the past eight months PSM2 has been trying to make the world a better place for the videogames characters that we've all come to know and love. Sometimes we were successful. Sometime we were not. But hey – we tried. Did you? No. You just sat there with your friends and your social life and your fun and your career. Sheesh.

But it seems only right that we should follow up some of the stories that we've featured on this page, in much the same way that Ricky Lake might devote an entire episode to seeing what happened to past guests, only to find that they're still fat, still crying a lot, and still trying to recreate that magic makeover they had, only with lard and fingerpaints, 'cos that's all they can afford since their trailer got trashed. But that's by-the-by. So...

PSM2#01: THAT PETROL EMOTION

Since the time PSM2 tried to find a new girlfriend for lonely, bulky Paul Phoenix, star of Tekken...

Paul actually became rather popular with the ladies, thanks to all the dodgy Internet profiles we posted on a dozen websites around the world... *particularly* with Russian and Chinese ladies.

Hopeful e-mails from lovelorn ladies continue to trickle into our specially-created Paul Phoenix mail account (23 replies so far), such as this missive which arrived only this month, from someone calling herself Bianca1998: "Hi Paul, I am Bianca, I like what you say about yourself on the site. You know we sound good together — you have the eyes of an eagle and strength of tiger, and I have heart of swan." How on earth she thought that this made them sound good together we have no idea. It doesn't bode well for any freak mutant child they might try to bring into the world... **Verdict: Success.**

PSM2#02: NAME THAT GOON

Since the time PSM2 decided to get in touch with as many people who shared the name of Dead Or Alive 2's *Tina Armstrong as we could...*

We have discovered another eight Tina Armstrongs... one as a result of a PSM2 reader who mailed our special Hotmail account, two through our Tina Armstrong Club Newsletter (which we sent out to about a dozen Tina Armstrongs, and a load of random Armstrong addresses), and five through various net tip-offs and web searches... all the new Tinas have been added to the mailing list for the next TAC newsletter and will be put in touch with their other namesakes so they can all go off and bond as one big Tina... see how we've made their world that bit less lonely? One Tina Armstrong recently got in touch to say: "This is great! Everyone in my office thinks it's stupid, but I guess you have to be a Tina Armstrong to appreciate it!" Yes. Or a simpleton. **Verdict: Success.**

TEKKEN 'EM ALL ON: Paul Phoenix proved to be a huge hit with the ladies - especially in Eastern Europe (see issue #01).

PSM2#03: PUBLIC ENEMY

Since the time PSM2 tried to get a character banned in order to make him more notorious...

Well, it was just a pity we chose the rather innocuous Mouse from *Ephemeral Fantasy* – but we thought he had potential... he played the lute for God's sake, and that, if anything, demands that he should be shunned...

We tried to get some charities to act uncharitably and ban him as a favour, but they couldn't be arsed... so we attempted to get him banned by an entire country. Britain didn't want to know, although since the article ran, the government did get in touch via e-mail to inform us that it wasn't a recognised policy to ban fictional characters for any reason, let alone reasons of personal gain, but that they thanked us 'for taking the time to put pen to paper' – which was odd, considering we'd e-mailed them.

The government of Bahrain, however, was far more interested in helping out, and mailed us back.

Three times.

And even after the article was on the streets, we were disturbed to find that the personal assistant of some Bahrain politician – who had somehow got it into his head that our quest was of some unspoken value – had become worried that because we weren't replying to his mails, they weren't getting to us. "Please reply to this e-mail to let us know you are receiving our e-mails," he wrote, after also telling us: "your proposal sounds very interesting, but we are unsure what you really mean. Please clarify for us when you have chance." These boys are *desperate* to ban something! **Verdict: Success. We reckon we've got Bahrain 'round our little fingers.**

PSM2#04: THE GOBBLING KING

Since the time PSM2 tried to find alternative employment for the wrestling ex-orphanage manager King, of Tekken, *and found him a job on a turkey farm in Australia...*

The Australian farmer who said that should King ever find himself in Australia he should drop by for work, *withdrew* his offer, after we e-mailed to say King would most likely be in the country in June and would love to get his hands on some turkeys. We tested him. He buckled. This is what the unemployed have to deal with these days. **Verdict: Failure.**

PSM2#05: BIOG-DIVERSITY

Since the time PSM2 tried to set up a book publishing deal for Maya Esteves from X Squad...

Not one publisher was, or is now, interested in publishing Maya's life story – even though it's *so* unbelievable it could almost have been made up. To add insult to injury, the East End Courier, who had initially offered to run a "half to a full-page" interview with Maya in their Saturday Life & Times supplement, did not bother chasing the story, and haven't been in touch since. Monkeys! **Verdict: Failure.**

PSM2#06: HIT ME BABY...

Since the time PSM2 tried to invite hardcore rock stars to appear in a brand new videogame...

Sadly, neither Chas 'n' Dave or Sinitta got in touch about our proposed plans to include them in a new series of pop-inspired videogames... the idea did provoke some dialogue, though, on the official David Gray website, where forum-goers had seen our posting and become intrigued by the idea of their idol 'Kicking and punching the bad guys to Babylon', and wanted to know more. "Does anyone else think this is a terrible idea?" asked one misguided fool. "Yes," 15 other misguided fools added to the strand, "we do." The misguided fools.

But the idea did provoke a nationwide debate thanks to the Ian Collins Show on TalkSport. Says Ian: "After you initially got in touch about the idea and we put it to the nation, you'll remember that the public as a whole voted that you should pursue the idea of a Chas 'n' Dave *Cockerney Slappers* game... well, it was one of the most hotly-fought subjects we've ever run on the station, and it didn't stop there... we had e-mails for about a week, and people still make reference to it. One caller last week – a bloke called Tom – phoned up and actually wanted to know what the release date for the game was, because apparently he'd phoned Chas 'n' Dave's management and they didn't know what the hell was going on..." **Verdict: Work in progress.**

"SADLY, NEITHER CHAS 'N' DAVE OR SINITTA GOT IN TOUCH ABOUT OUR PROPOSED POP-INSPIRED VIDEOGAMES"

PSM2#07: GOON WITH A VIEW

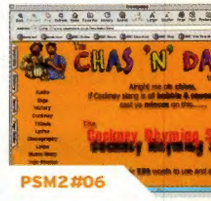
Since the time PSM2 arranged a public appearance for Duaragon C. Mikado from The Bouncer *at an East End community centre in the hope that people would turn up and believe that one of us was in fact the cold-hearted millionaire leader of the Mikado Organisation...* No one showed. **Verdict: Failure.**

So we think it's fair to say that we've changed the world in the last few months... not necessarily for the better, but it's definitely changed. **PSM2**

Hey – why don't you try and change the world for the PlayStation 2 good? Go on! It's fun!

PSM2#03

PSM2#05



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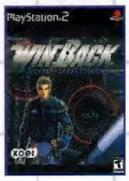

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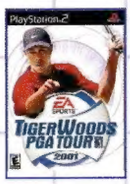

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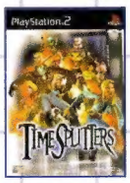

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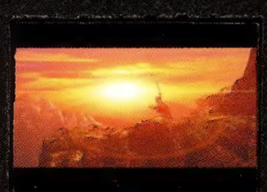

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